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CPC
GX4000
PLUS
ISSUE No. 71
AUGUST 1991
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AMSTRAD ACTION
More Amstrad reviews, tips, letters, help, info and fun than any other mag!
HERO QUEST
Enter the mysterious world of role-playing with Gremlin
full game review inside
demo on the cover tape!
TURRICAN 2
Is this the best Amstrad shoot-em-up there will ever be? Read our review on page 34...
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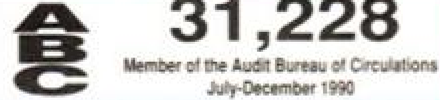
AMSTRAD ACTION
AUGUST 1991

SERIOUS

ACTION TEST

PLUS...

REGULARS



31,228
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July-December 1990

LINE UP



HERO QUEST

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Could this game re-define role-playing? Yes, it's *that good...*

TURRICAN 2

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The original *Turrican* was spectacular. The sequel is out of this world. We still don't know how they did it...

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Debugging machine-code can be a nightmare – unless you've got Goldmark's unique new utility

DEVPAC

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We've put Hisoft's excellent machine code assembler on the covertape. Find out what it does, and how to use it

ACTION PACK



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Role-playing, design, puzzling and machine-code – *something for everyone!*

FUN SCHOOL 3

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Database's fives-to-sevens package; learning that kids will *look forward to!*

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TAPE 5

ACTION PACK

Amstrad CPC 464, CPC 6128, CPC 464 Plus

HOW TO LOAD THE COVERTAPE

Loading the programs couldn't be easier! Type RUN" (followed by RETURN) and press a key to start the tape rolling. (A short-cut way to get RUN" is to hold down CONTROL and tap the small ENTER key.)

A menu screen will appear in a short time. Select the program you wish to load. Press SPACE to highlight the program you want followed by RETURN to load the program. *Switchblade* and *Megaphoenix* demos are on side one of the tape. *Future Knight* and *Balldozer* are on side two. Turn the tape over and rewind to the begining to load these programs. For extra convenience, there is a menu program on both sides of the cassette.

● ***If you have a disk drive connected to your machine you'll first have to type |TAPE to switch the machine to tape loading rather than disk loading. (The | is obtained by pressing SHIFT and @) The computer will load the next program.***



● **What are you going to find down those stairs? Well, there's only one way to find out, isn't there...?**

1

HERO QUEST

Hero Quest is Gremlin's interpretation of Milton Bradley's best-selling board game. Based on the whole genre of fantasy role-playing games such as *Dungeons and Dragons*, the player takes the part of a mystical character, be it fighter or wizard, and goes on an adventure – a quest in which to win they must survive. The whole point is for your character to make it through as many adventures as possible. Experience, money and special items found in one adventure can then be carried through into other subsequent games. The more your character plays, the harder he (or she) gets.

Our review of *Hero Quest* is on page 32 – where it's awarded a *Mastergame*. But you can find out what it's really like for yourself – the complete first level is yours to roam around in and try to escape from. It's a starter quest; all you have to do is get out. But beware – there are plenty of mean monsters out there for you to contend with!

There are four character to play, each with different abilities and attributes. Select who's to play with the Create Character option on the main menu. The characters can be switched from dead or alive with left and right. You may alter the names of the characters if you wish by pressing Fire.

When you're satisfied, hit the Play Game option. If you're the Wizard or the Elf, you select spells at this point; the wizard has nine, the elf three. Players take it in turns to move. Movement is determined by the roll of a 'dice'. The computer 'rolls' the dice at the top of the screen. Press Fire to stop. You may then move that number of squares. Move by pointing at the cursor cluster. You may also go in bigger steps by pointing at the square you wish to travel to, as long as it's in a straight line.

At either the beginning or end of each go you may elect to search for things. (You can't do this mid-go – if you've already moved, any movement points remaining are sacrificed). Searching for secret doors will reveal any hidden doors in a room. Hunting for treasure may find a bag of coins to boost your cash supply. Looking for traps will disarm any dangerous booby traps that may be guarding a room.

During your travels you'll meet monsters. You'll need to fight these to get anywhere – they ain't gonna let you pass it you don't. Select the Sword option and move the cursor onto the creature you wish to strike. The computer will determine the successfulness of an attack.

Some characters can cast magic – achieved by selecting the inventory option. This can be inflicted on yourself or on any creature in direct line of sight. What each of the spells does is for you to find out...

When your go is finished, it's Morcar's turn (the evil force who you're up against!). All the monsters are moved by the computer at this stage, and they may attack you using the same game mechanics as when you attack them.

● **Uh oh, there's a baddie here. You could run away, but there's only one real solution... to stand and fight.**



● Hero Quest Controls

The game is icon driven. Move the cursor over the appropriate icon as follows:

Key: opens a locked door
Eye: search for traps, treasure or secret doors
Map: displays a 2D map of area explored so far
Bag: inventory
Next Character: ends your go
Arrows: move in the indicated direction
Sword: fight!

On loading the game is set to keyboard controls. You can change the controls to joystick on the main menu screen.

O – Up
K – Down
Z – Left
X – Right
Space – Fire

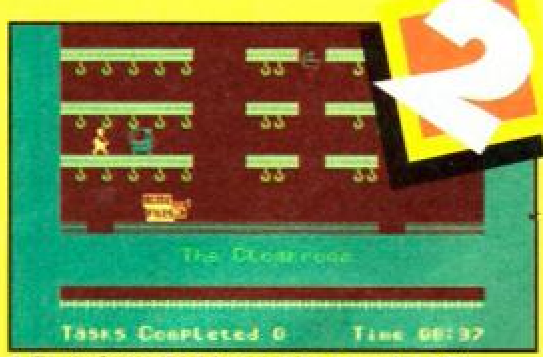
TECHNICIAN TED

Ted's in trouble! He's in charge of a silicon chip factory, and has to complete 21 tasks before the day is out. He has to jump from platform to platform under your guidance, and hit the two flashing boxes in sequence to complete each task. Careful, though – each room is packed with monsters and dangerous things that kill you!

● Technician Ted Controls

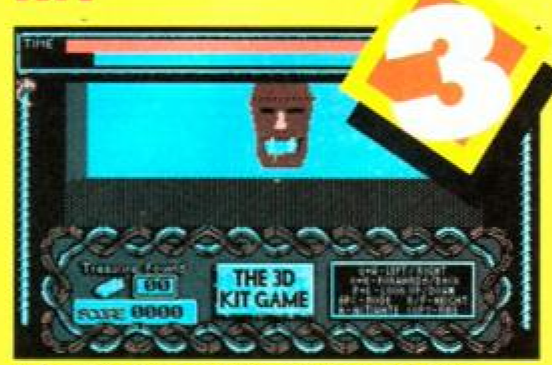
O,Q – Left
W,P – Right
Shift, Space, Copy – Jump
Enter – Tune On/Off
ESC – Pause





● Technician Ted has got to complete 21 tasks before knocking-off time at the factory. Can he do it in time...?

3D CONSTRUCTION KIT



● Create your own 3D environments with Domark/Incentive's *3D Construction Kit*. Our covertape demo gives you a taster...

Imminent from Domark is the *3D Construction Kit*, a brilliant program that allows you to design your own 3D environments and then interact with them. It's a development from Incentive's *Freescape* series, which included such greats as *Driller* and *Castle Master*.

The *Freescape* system displays a 3D world, in which you can move around, manipulate objects, and generally 'be there'. We bring you a completely playable game, designed with the *3D Construction Kit*, just to give you an idea.

There are plenty of puzzles to be overcome before you can make your escape from the artificial world. Manipulate objects by firstly selecting the Aim mode, which allows you to move a cursor around the screen. Plonk the cursor on top of the object you want to mess with and press the Activate key. Nasties can be killed in a similar way, but by using the Fire key.

● ***3D Construction Kit Controls:***

Q – Left
W – Right
O – Forwards
K – Backwards
P – Look Up
L – Look Down
R – Height Up
F – Height Down
Space – Select Mode
Copy – Fire
A – Activate

Tape Trouble?

We hope that your covertape will load first time. However, having worked with computers for as long as we have, we know that things don't always go like clockwork. If you have problems loading the tape, try the following:

- Try loading at several different volume levels if you're using an external tape recorder. Computers can be very fussy about the volume they will load at.
- Clean the tape heads. This can be done with any commercially available cleaning kit. Alternatively, use a cotton bud soaked in alcohol. Gently rub the surface of the heads and pinch roller to remove that layer of accumulated grime.
- Adjust the cassette recorder's head alignment. The alignment screw is located just to the left of the tape head, and is usually accessible through a small hole. Rotate it a fraction at a time with a jeweller's screwdriver. When the crispest sound is heard, the alignment is spot on.
- Sometimes the tape spools can jam or stick at a critical moment. Check the spools in your cassette rotate freely, if necessary giving the casing a slight tap against a table edge just to make sure. If, after trying the all of the above, you still can't get the tape to load then you can return it for a replacement. Send the tape, along with an SAE to:

AA70 Covertape Returns, Ablex Audio Video Ltd, Harcourt, Halesford 14, Telford, Shropshire TF7 4QD.

HISOFT DEVPAC



● Hisoft's *Devpac* machine code assembler is on the covertape *in full!* And starting this month, a series on learning machine code.

Here it is, possibly the most useful program you'll find given away free on a covertape! *Devpac* is a machine code developer's tool comprising an assembler and monitor, and has all the powerful tools you'll need to create your own machine code masterpieces.

Turn to page 23, where you'll find our *Devpac* tutorial. This month we teach you how to use the assembler, next month we start our series on machine code for beginners.

Don't miss it! **AA**

Got a 464 Plus with a disk drive?

If you have, you're probably cursing the tape transfer program for not working! For some reason it doesn't work with this combination. We're working on this, but in the meantime, you can of course order a disk direct from Ablex!

But I've got a disk drive...

If you have a disk drive, you'll no doubt find the prospect of loading everything from tape daunting. Thanks to our special tape to disk transfer program, you'll only ever have to load from the tape once – all programs are transferred easily to disk.

Insert a blank formatted disk into the drive and the covertape at the start of side one into your cassette player. Connect the REM socket if you have one (6128 owners) – it'll automatically stop the tape in the right places when accessing the disk drive.

Load the menu program in the normal way and select the TRANSFER TO DISK option. Follow the on-screen instructions and press a key when the computer asks you to. It's as simple as that!

Should you experience problems you'll be asked to rewind the tape and try again. Don't panic if this happens – follow the advice for tape loading troubles.

All the programs on this month's covertape are loaded by first typing:

RUN"MENU

Then select the game you wish to load from the options given.

We've also arranged a special deal with our duplicators. They will supply a disk with all the covertape programs for the bargain sum of £2.00 – trying buying even a blank disk for that! See "DISK OFFER" this page...

DISK OFFER

All the programs on the *Amstrad Action* covertape are easily transferable to disk. However, owners of the 6128 Plus are unable to connect a cassette recorder to their machines, and some of the rest of you may experience loading difficulties.

We've come to a special arrangement with our duplicators. For a small charge to cover costs, they will supply a disk containing all the programs we're giving away on the tape. If you would like a copy on disk, simply send them your name and address along with a cheque/postal order for **£2.00** made payable to **Ablex Audio Video Ltd.** Send your orders to:

AA70 disk offer,
Ablex Audio Video Ltd., Harcourt, Halesford 14, Telford, Shropshire TF7 4QD.

You may also order previous covertapes from issues 67 onwards – just make sure that your envelope is clearly marked with the issue number of the covertape you require.

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Reaction

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PD posers

After many eons of contemplating whether or not I should open my own public domain library, I finally came up with a positive judgement (*does that mean 'yes'? – ed*).

My first question was, what should I include in my library? Besides a veritable amount of software gathered from various other public domain libraries, I decided to form a collection of all the *Type-ins* ever printed in *Amstrad Action*. Now this is where you come in.

I have read once or twice that all the programs printed in the *Type-ins* articles are all entered into the public domain. Great! Hunky-dory! I start to shout, but wait a minute... why do you occasionally insert a small box onto the page that reads: "If you would like your program to reach a bigger audience, then state that you are entering your program into the public domain.'

And also, why do some people include notes on the the copyrights of their programs amongst the listings if they are public domain?

As you can see, my whole existence as a public domain runner is hangs on the above problem. If you could help me with my little dilemma, I would be most happy.

Guy Holvey-Clark
Cobham

Rod: To clear up this business of the Type-ins and the public domain, let's say that from now on all Type-ins submitted to AA will fall into the public domain unless their authors specifically request that they don't. We'll make that clear on the Type-ins pages too.

The reason why people insert copyright messages is quite simple.. Although they don't stand to make any financial gain from their programs, they still want the credit for writing them! Incidentally, it's illegal to remove copyright messages from public domain programs. And you can't incorporate someone else's program into one of your own and pass it off as all your own work.

A waste of good computer parts!

Why is Amstrad wasting its time and money bringing out a new 8-bit computer? Surely it knows that everyone who is buying a new machine is getting the more powerful 16-bits?

Personally, I think the Plus machines are a waste of good computer parts, which I think could have been made into something a damned sight better (like the old CPCs).

All Amstrad has done is take the old, and better, CPCs and stuck a GX4000 on the back. They also lack a few things I liked about the old CPCs. No tape port on the 6128+ being one of them.

If I wanted to so-called 'upgrade' to a 6128+ I would have gone out and bought a GX4000 and stuck it next to my existing CPC.

Bringing out the console was a good move, but the Plus machines could be the death of Amstrad!

Chris Blackhurst
Nantwich

Rod: Is Amstrad wasting its time and money with the 8-bits? Possibly. But then not everyone can afford £400 for a (monitor-less) Amiga or £300 for the (monitor-less-and-in-decline) ST. Amstrad is aiming at a different market, not trying to compete on uneven terms.

How can the Plus machines be worse than the old CPC? OK, so the 6128+ doesn't have a tape port, but it does have a better keyboard, better styling, cartridge compatibility, bundled game and joypad.

When we first looked at 'upgrading' to the new machines, simply buying a GX4000 to use alongside your existing CPC was one of the options we put forward. Not everyone wants a desk covered in hardware, though.

Will the Plus machines be the death of Amstrad? Amstrad could prove the death of Amstrad, but I don't think the Plus machines could do it on their own!

Pats on the back

I'm a hardware man at heart, so I became interested in ROM boards and now in EPROM blowing. I mention this because of the excellent service I've received from Microgenics of Rotherham. The company had actually stopped making the equipment I required, but set up especially again on my request.

While playing with ROM boards, I had, of course (long ago), purchased the fabulous *Utopia* from Arnor, and in one of my thoughtless moments I knackered it. No longer was I in *Utopia*! (Groan – ed)

On phoning Arnor with the intention of ordering a replacement ROM, I mentioned I had one but it was kaput. The gentleman on the other end of the line said, "Send it in and we will check it," which I duly did. And two days later a brand new *Utopia* ROM popped through my letter box absolutely *free*.

Top marks Microgenics, and top marks Arnor. May success be with you.

Geo Graham
Sunderland



● Are Amstrad's new Plus machines a waste of good computer parts? Chris Blackhurst thinks so! He also reckons that the new models could be the death of Amstrad...



CAN ANYONE OUT THERE HELP?

Discology please

Could you please tell me if *Discology* is still available from Siren software, and whether it is the best for disk copying and general disk management. Also, why are ST and Amiga games more expensive than CPC games, considering that 3.5-inch disks are much cheaper?

William Anderson
Frinton

Rod: Bad news, William. I called Simon Cobb of Siren Software who told me that he doesn't sell Discology any more – not least because it's too good at copying commercial software! Now that's not why you want a copy, is it? Don't forget, we've got your address...

ST and Amiga games are more expensive not because the medium is more expensive but because the software houses would have us believe 16-bit games take a lot more development. Humphh!

Sorcerer's apprentice...

Can anyone out there help? My son is looking for *Sorcery +*, but so far without success. Our local computer shop, Belshaws Computers - Newark, very helpful people (quick plug for Martin and Linda) have tried their suppliers, but have been told that it is no longer available. Surely someone has a copy that they don't play any more?

Love the mag! Why all the aggro between 'games' and 'serious' users? The CPC is still the best 8-bit machine on the market, quite capable of satisfying both sections. I bet that even the most serious user still enjoys catching the baddies in *Chase HQ*, or getting Dizzy off his treasure island, occasionally. It is a pity that 'serious' software houses haven't supported this great machine better, but all 8-bit machines seem to suffer the same. I suppose that the higher prices for 16-bit software make their cash registers jingle louder.

We have had our 6128 since August 1985. Yes, we were among the first. And the only problem so far was a fuse that blew last year (it cost me 50p to replace that – last of the big spenders, that's me), so it can't be lack of reliability, can it?

Dave Johnson
2 Forge Close
South Muskham
Newark
Notts NG23 6EG

Rod: Well, can anyone help? Sorcery + goes back a while, but there must be a few copies knocking around still.

Actually though, Dave, I don't think that 'the most serious software user' does enjoy catching the baddies in Chase HQ, but I could be wrong...

● Dave Johnson wants a copy of Sorcery Plus – can anyone out there help him out?

Champing at the bit

I am a horse lover and I have been looking for an Amstrad horse riding game for ages but I still cannot find one. Can you advise me?

Nicola Bussy
Fleet

Rod: Gee, I'll try, but I suspect there's neigh decent commercial programs out there. I think our mane chance is to throw it open to our readers. It's got to be worth a pony to anyone saddling themselves with the task (though I'd bridle at it). Flanks in advance to anyone who can help... I can't go on with these puns, they're just too awful. Sorry Nicola.

Seriously, though, can anyone out there help?

Words of wisdom?

I'd like to say how much your magazine has improved. I think that you balance the different topics extremely well. You do a magnificent job on the letters pages (hang on, there's got to be a catch here – ed), and give very helpful answers. This is very unlike certain multiformat mags I could mention. For instance, I was reading the letters page in one of these, and the editor didn't even bother to answer the queries of some writers. "I'm not even going to answer a question like that!" was one reply.

You should hear how much us 8-bit owners get slagged off, and it all comes from Atari users! The bloomin' mag hardly mentioned Amstrad. It was Atari this and Amiga that. Some 'multi-format'!

It just goes to show how us *AA* readers are getting our money's-worth. Especially with brill covertape games like *How to be a Complete... you know*! Which brings me on to another subject:

How about a good old review on *Mini Office II*? It's an excellent proggy that deserves attention. I've got a wicked idea: how about sticking the predecessor, *Mini Office*, on the covertape?

One last thing before I go. I'd like to state a few things to anyone who fancies writing in to *AA*:

1. Try to pick an original subject, don't just go on about how *AA* doesn't cover enough serious stuff – we've heard it all before, and Rod's only going to reel off a whole load of excuses! (Oi, I heard that. I knew – I just *knew* – it wouldn't last – ed)
2. Never end a decent letter with something creepy, like "your mag is brill, keep it up!" It won't win you the £25. Say all that at the beginning. (That won't win you the £25 either – ed)
3. And finally, if you're listing a whole load of things, don't put numbers before them!

Simon Burke
Peterborough

Lotus Challenge?

I have an Amstrad CPC464 and I am thinking of buying *Lotus Esprit Turbo Challenge*. It looks good from the still screenshots, but does it run smoothly/realistically? Also, can you do one player only while playing?

Can you also tell me if Amstrad is still producing a console, or is it being phased out?

Ben Griffiths
London

Rod: Opinions on Lotus Esprit Turbo Challenge are divided, Ben! I think it's a great game, and pretty tough. A couple of AA readers at least disagree, saying it's too easy! No-one in our office found it teasy, though. And yes, you can play it as a one-player game. It's pretty smooth, though not quite as smooth in two-player mode, and it's certainly realistic.

Amstrad isn't phasing out the console – or if it is, it's keeping quiet about it! There are almost certainly thousands of the things out there still to be sold.

Lamb to the slaughter?

I am a proud owner of a 6128. And one of the main tasks that my CPC has to perform is running and writing PD games and applications. I have very much enjoyed the *Free for All* section. But it has disappeared. Is this disappearance a one-off or is it part of a plot to destroy Caroline Lamb's blessed page? Whatever, please bring *Free for All* back. I beg of you, for this page was (in my opinion) one of the best regular features in the magazine. But even if the public domain section does cease to exist, I will continue to buy your fantastic publication. Lastly, why do my letters never get published? (They are, after all, very well written.)

Rob Sears
Chelmsford

Rod: Caroline Lamb's taking a bit of a break – by mutual consent, I hasten to add.

To be honest, I think Free for All had pretty well run its course. What always makes things more difficult is that people only tend to give us their opinions when they disagree with something. The result is we never find out that a section is popular until we drop it!

As ever, if we get enough positive feedback, we will re-instate the section – perhaps on an occasional basis rather than every month.

Would you all like that? Yes? Well let us know, then!

Temptation beyond endurance



● Should we steer clear of printing complete solutions to games only just released? Can you stand the temptation of looking at the answers when you get stuck?

1. What on earth possessed you to print a full solution to the latest *Dizzy* epic at roughly the same time as it was released on its own, and thus available for the first time to those of us who didn't want to buy the £10 compilation? Not all of us are strong enough to keep promises about peeping at forbidden pages, you know.
2. About two years ago you included a word processor of sorts on a covertape, but I was unable to get my hands on a copy of the magazine, despite the fact I looked in at a couple of newsagents every day for about a fortnight. How about repeating it on one of the new-look Action Packs?
3. Talking about word processors, whenever you get queries from new users you plug the main contenders and rarely mention programs such as *Mini Office*, *Mini Office 2*, *Wordperfect* etc, which may be more what an absolute beginner needs. Indeed, as *Wordperfect* (if you can still get it) supports text in columns with a little bit of minor effort on the part of the user, it might be exactly what some people are looking for. And its ability to slip into BASIC so that any mathematical ignoramuses like me can check calculations on the computer is invaluable sometimes.
4. Tell Adam that at least *I* like *Lost Caves*, anyway.

P Rogerson
Mansfield

Rod: 1. You must have more willpower, Mr Rogerson! Try a cold shower every time you get the urge to check the solution...
2. There's loads of juicy software we want to put on the AA covertape, and a word processor is just one of the things on the list.
3. Mini Office is a comprehensive and excellent-value little suite of programs, it's true. Bu it lacks the polish and all-round performance of our favourites. As for supporting multiple-column text, the CP/M version of Protext can do that too. It also has a 'calculate' facility when you exit to the command line.
4. Adam is hinting at Lost Caves 2 being on the horizon. The world holds its breath.

Past glories

I've been reading your magazine for quite a while now, and I think it's ace. The other day I was reading through some old computer magazines that I'd found in a cupboard. To my surprise, I found an *Amstrad Action* magazine. It was issue 5 and, as I read through it, I laughed at the crapness of the games in those days. I giggled myself silly at the hilarious cartoons and I thought to myself 'where did they all go?'

P.S. Does anyone want to buy issue 5 for a decent price?

James Moralee
Rotherham

Rod: I know, some of those old games were a bit on the rough side, weren't they? Sugarman was brilliant, but it's author had to pack it in, unfortunately. ***AA***



● James Moralee has found an old copy of *AA5* – the games looked rubbish, he reckons. What do you think?



COVERTAPE FANS!

Best covertape yet?

Thanks for the June tape – the best so far! Superb loading and no problems. Quite outstanding and so fast. I know I'm going on a bit, but really, this is the greatest.

In some future covertape, could you include a 'fruit machine' type game. As light relief I like to have a small gamble without losing any money (scrooge!). Keep up the good work everyone.

Mr R Armitage (pensioner)
Sheffield

Rod: We're really pleased with our tapes now – they've got a loader that's about twice as fast and a hundred times more reliable than the standard Amstrad one. Gambling? Tut tut, we don't approve of gambling here, you know. It's nice to know 'pensioners' still enjoy computer games, though. Good on yer!

Satisfied customer

Brilliant! I just had to put pen to paper and brilliant is the only word I can use to describe what I have just witnessed. The fact that I have just put the *Amstrad Action* Action Pack tape 3 in my deck and loaded *Spindizzy* in a fraction of the time it would take normally has astounded me. Congratulations must be in order to the author ofl the program that allows old Arnold to do this. Plus a 'well done' has to go to Michael Beckett for his Toolkit utilities.

Andy Perks
Kingswinford

Rod: Our covertapes are now put together using a highly secret process which offers much faster loading and hugely improved reliability. Good, eh?

● The AA69 Action Pack was the "best so far", says Mr R Armitage. "Brilliant!" says Andy Perks.

PROTYPE – THE RETURN OF ARNOR!

Did you think Arnor had developed their last CPC product?

We must admit, it was starting to look that way. But now we are pleased to announce a stunning new arrival - *Protype*. This provides *Protext* with the improved printing features that many of you have requested.

We honestly believe that it is not possible to achieve better quality output from a 9 pin printer than with *Protype*. Just look at the examples below - all printed on an elderly Amstrad DMP 2000!

Protype costs just £30 and is available on disc only. It works with *Protext* ROM and disc versions and may also be used as a stand alone program.

5 years after its original release Protext remains indisputably the leading CPC word processor. In the February 1991 issue, AMSTRAD ACTION said:

> *"Without doubt the most complete word processor available for the CPC ... Protext is very much a professional quality program."*

AMSTRAD ACTION speed tests show Protext to be many times faster than other programs, for example:

Replace operation		Delete 17k block	
Program A	- 94 secs	*Program A*	- 17 secs
Program B	- 74 secs	*Program B*	- 15 secs
Protext	- 5 secs	*Protext*	- 1 sec

Prices

Protype	£30	(disc, Protext not required)
Protext + Protype	£45	(disc)
Rombo ROM box	£20	(when at least one ROM is purchased)

ROM prices

Protext	£25	Promerge Plus	£20
Maxam	£25	Utopia	£20
Prospell	£20	Maxam 1½	£20
		BCPL	£20

Liquid[293K]	c_p/J kg^{-1} K^{-1}
① Acetic acid ($C_2H_4O_2$)	$1{\cdot}96 \times 10^3$
② Acetone (C_3H_6O)	$2{\cdot}21 \times 10^3$
③ $Water_{sea}$ (H_2O, salts)	$3{\cdot}90 \times 10^3$

Protype is a typesetting print enhancer designed to squeeze maximum quality from low-cost 9 and 24-pin dot matrix printers. This paragraph shows how **Protype** can work to a right-hand margin.

A **Ganga común, «*Pterocles alchata*», 38cm**
♀ con tres bandas en el pecho †
♂ faja pectoral castaña ‡

supports over 40 European languages including:

Anglo-Saxon	þ ð æ œ ā ē ī ō ū ǣ œ̄
Czech	á č ď é ě í ň ó ř š ť ú ů ý ž
Latvian	ā č ē ģ ī ķ ļ ņ š ū ž
Polish	ą ć ę ł ń ó ś ź ż
Turkish	á â ç ğ ı î ö ş ü

B just some of the non-ASCII symbols:
« » „ " " ¡ ¿ 1º 2ª ¶ §
© £ ¥ ¤ ¢ ½ ± ÷ × ↓ °
← → ♯ ♭ ß ð Đ þ Þ ø Ø
å Å æ Æ œ Œ ł Ł đ ħ Ħ
←*line graphics too*→

This actual-size printout was produced in one operation on a 9-pin printer using Arnor's Protext and **Protype.**

Protype (disc only) works on:
- ○ Amstrad CPC6128 [+]
- ○ **CPC664 & 64K expansion**
- ○ **CPC464 & 64K expansion & disc drive**

Uses less than 350 bytes of the main 64K.

PROTYPE IS VERSATILE:

- *multiple diacritics (accents) with any letter* (ę̀ ñ̄ ş̀ Ą̇)
- *tabulates proportional text / micro-justifies spaces*
- 240 DPI × 216 DPI *resolution on a 9-pin printer!*
- *works with all 9-pin or 24-pin Epson-compatible printers*
- *use from Protext, Basic or machine code*
- *includes the seven fonts used in this demonstration*
- *choice of character designs within a font* (page or page)
- mirror imaging of a line of text! (printed mirrored)
- superscript, sub script, underline, [b] box, (e) encircle
- *kerning (spacing of 'difficult' character pairs* (AV)

Fæder ūre, þū þe eart on heofonum	(Old English)
Ár n-atheir, atá ar nèamh	(Irish Gaelic)
Fader vår som är i himmelen	(Swedish)
Svargayehi vädasitina apagē piyāneni	(Sinhalese)
Teve mūsų, kurs es danguje	(Lithuanian)
Pater noster, qui es in cælis	(Latin)

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Amscene

NEW CPC-COMPATIBLE FROM GERMANY!

While speculation is growing that Amstrad has large stocks of unsold Plus/console hardware, news has come in from Germany of a prototype CPC-compatible computer. The catchily-named (!) "Kleincomputer Compact" is being manufactured by Stückzahlen, a small electronics company in Thüringen

The cream-coloured machine is narrower than the traditional 6128, doesn't have an internal disk drive and doesn't need a dedicated monitor.

The specification of the Compact falls somewhere between a 464 and a 6128, with the Compact handling internal RAM like the 6128 and external RAM like a 464. The disk drive interface is noticeable by its absence and the architecture of the Compact suggests that this will be added externally by the user. Like the CPC Pluses, it has a full-width 8-bit printer port to allow better quality printing.

No dedicated monitor is needed, as there are video ports for SCART and TV. Architecturally, the machine is different from the CPC, suggesting that it has been engineered simply to be able to run CPC software rather than as a true clone. The maker claims that the differences will be transparent to the user, however, and additionally that the machine should run over 90% of existing software and the differences will only be noticable to programmers.

● The Kleincomputer Compact is reckoned to run at least 90% of existing CPC software.

The sneak preview we had suggested a very pre-production prototype. No price has been set yet, neither has any decision been made regarding exports outside Germany.

● If we can dig up any more – and even get our hands on a review machine – you'll be the first to know! *AA*

CheapGX4000 consoles to flood market?



● Some shops are selling the GX4000 for £30 – will there soon be an 'official' price drop?

The talk in the trade is that Amstrad may well decide to release its large unsold stocks of GX4000 consoles onto the market at a bargain price.

If so, it will be great news for buyers, but one in the eye for those who bought the machines at the old price (including *Amstrad Action*!). Amstrad maintained originally that the £100 price point gave rise to a minimal profit margin, so any substantial cuts would suggest desperate tactics indeed.

There is another side to the affair, of course, and that is the software base. By creating a large GX4000 user base out there, despite any losses on the hardware side, Amstrad could nevertheless give the software side a hefty push – which will tempt more publishers into developing and producing cartridge games.

Already *AA* has had numerous reports of High Street stores selling off consoles at £30 each. At the moment, these prices seem to be confined to individual branches, where managers are selling 'specials' to move old stock. If Amstrad does radically rethink its console pricing, though, official price levels for the machine may be reduced to similar levels.

News from the public domain

● Dartsma ('Amstrad' backwards – get it?) is the name of a new public domain library for Amstrad owners, set up by Adam Shade from London.

Adam reckons his library is the cheapest in the UK, as he only charges 50p per disk (you must supply a blank disk plus stamped, self-addressed envelope). The library contains a total so far of 42 'selections', which include a demo of SPM Software's *General Military Simulator* (reviewed in *AA70*) plus a fully-playable game – *The Italian Campaign* and demos of SPM's *Power Basic*.

Adam also claims that all the software in his library is 100% Plus-compatible! Can't be bad...

You can get a free stock list free by writing to: **Adam Shade, Dartsma, 47 Kidd Place, Charlton, London SE7 8HF**. Don't forget to include an ssae, though.

● Meanwhile, Tim Blackbond of Liversedge, West Yorkshire, is starting up a new magazine. *Artificial Intelligence* is designed to be "the complete monthly gude to CPC PD software". Each issue will cost £1 (including postage & packing) and for that you will get 20 A5 pages containing a mixture of news, reviews, maps and tips.

Send your order to: **Tim Blackbond, Artificial Intelligence, 19 Lee Street, Littletown, Liversedge, West Yorkshire WF15 6DZ**.

TV prog for computer gamers soon!

Computer gamesters are to get their own TV show, thanks to Hewland International and Channel 4.

The programme – *Gamesmaster* – will consist of game reviews, international software charts, hints & tips and competitions between champion games players.

Hewland International is run by Jane Hewland, who used to be Current Affairs Controller at London Weekend Television. *Gamesmaster* is obviously a bit of a change, then! "As the mother of an 11-year-old son," she explains, "I could see quite clearly the enormous growth in popularity of video games, and therefore the potential for a TV series."

There are no precise scheduling details as yet, but the series has been pencilled in for an early evening slot starting in January 1992.



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AMSTRAD TOP 50 HITS

	CASS	DISK
Back To The Future 3	8.99	12.99
BAT (Disk only)	N/A	18.99
3D Construction Kit	18.99	22.99
Chips Challenge	8.99	12.99
Cricket Captain	7.99	N/A
Dick Tracy	8.99	12.99
European Superleague	11.99	14.99
Exterminator	8.99	12.99
Extreme	7.99	10.99
F-16 Combat Pilot	11.99	14.99
Gazza 2	8.99	12.99
Gauntlet 3	8.99	12.99
Golden Axe	8.99	11.99
Gunboat (Disk only)	N/A	12.99
Hero Quest	8.99	12.99
Hydra	8.99	12.99
Kick Off 2	7.99	11.99
Light Corridor	7.99	11.99
Loopz	8.99	11.99
Lone Wolf	8.99	12.99
Lotus Turbo Challenge	8.99	12.99
Midnight Resistance	7.99	11.99
Mystical	8.99	12.99
NARCO Police	7.99	11.99
NARC	8.99	12.99
Navy Seals (cart only)	N/A	23.99
New Zealand Story	7.99	11.99
Nightshift	8.99	12.99
North & South	8.99	12.99
Pang (cart only)	N/A	23.99
Pinball Magic	7.99	11.99
Predator 2	8.99	12.99
Prince of Persia	8.99	12.99
Rainbow Islands	7.99	11.99
Rick Dangerous 2	7.99	11.99
Robocop	7.99	11.99
Shadow of the Beast	9.99	12.99
Shadow Dancer	8.99	12.99
Sim City	8.99	12.99
Skull & Crossbones	8.99	12.99
Spiderman	8.99	12.99
Star Control	8.99	13.99
Super Cars	8.99	11.99
Super Monaco G.P.	8.99	12.99
Swap	8.99	12.99
Switchblade	8.99	12.99
Total Recall	8.99	11.99
Toyota Celica G.T. Rally	8.99	12.99
Viz	8.99	12.99
Welltris	7.99	11.99

AMSTRAD CLASSICS

	CASS	DISK
Airborne Ranger	10.99	13.99
Back to Future 2	8.99	11.99
Batman The Movie	7.99	11.99
Chase HQ	7.99	11.99
Colossus Bridge	8.99	11.99
Colossus Chess 4	7.99	11.99
Complete Games CTR	9.99	N/A
Cricket Master	7.99	11.99
Double Dragon 2	7.99	11.99
Dragons of Flame	7.99	11.99
Edd The Duck	8.99	12.99
Emlyn Hughes Int Soccer	7.99	11.99
Football Manager 2 + Exp. Kit	7.99	11.99
Football Director	7.99	N/A
Football Director II	N/A	13.99
Gunship	10.99	13.99
Heroes of the Lance	7.99	14.99
International 3D Tennis	7.99	11.99
Klax	7.99	11.99
Lords of Chaos	7.99	11.99
Monty Pythons Flying Circus	7.99	11.99
Multi Player soccer Manager	7.99	N/A
Operation Thunderbolt	7.99	11.99
Oriental Games	11.99	14.99
Pipemania	7.99	11.99
Pirates (6128 only)	N/A	14.99
Puzznic	8.99	12.99
Saint Dragon	8.99	11.99
Silent Service	7.99	11.99
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WAR GAMERS

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CHARTS

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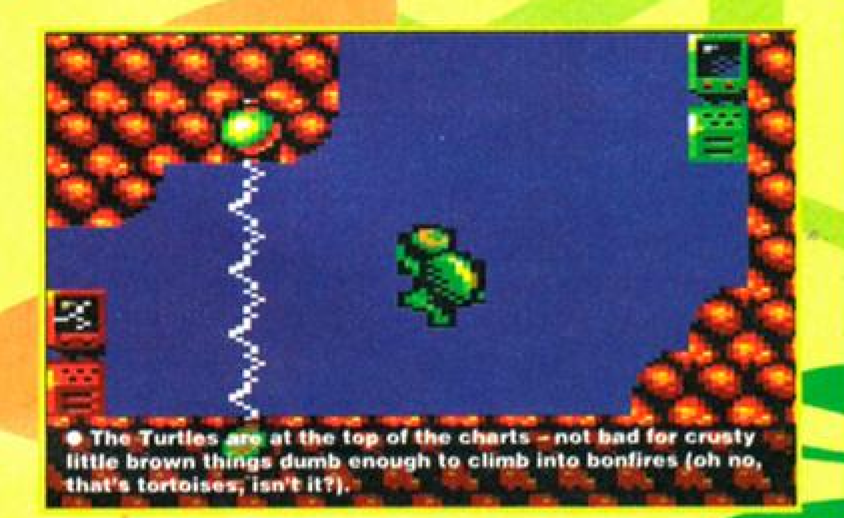
▲ NEW ENTRY ■ NO CHANGE ▲ GOING UP ▼ GOING DOWN

Pos	Title / Publisher	Review	Movement	Last month
1	**Teenage Mutant Hero Turtles** *Mirrorsoft* Back at number one! The pizza-eating sewer-dwellers still rule the roost...	AA65 76%	▲ Going up	2
2	**Big Box** *Beau Jolly* Compilations are all the rage these days and this chart proves it	Not reviewed	▲ Going up	3
3	**Power Up** *Ocean* Ocean's arcade hits get another airing in this compilation	Not Reviewed	▲ Going up	5
4	**Switchblade** *Gremlin Graphics* (MASTER GAME) Explore and exterminate in Gremlin's sprawling arcade adventure	AA68 90%	▲ Going up	9
5	**Fists of Fury 2** *Virgin* Kung-fu kicks in this krazy kompilation	Not reviewed	▲ Going up	–
6	**Narc** *Ocean* Unfeasibly high chart position for Ocean's arcade conversion turkey	AA69 60%	■ No change	6
7	**Super Monaco GP** *US Gold* A rather good conversion of the smash hit arcade racer	AA68 74%	■ No change	7
8	**North and South** *Infogrames* (MASTER GAME) The American civil war features in Infogrames' brilliant arcade/strategy masteriece	AA66 91%	▲ Going up	–
9	**Back to the Future 3** *Mirrorsoft* Marty McFly goes back in time once more, this time to the Wild West	AA69 78%	▼ Going down	4
10	**Total Recall** *Ocean* (MASTER GAME) Doug Quaid has lost his mind, but not his ability to fight in the game of the film	AA68 91%	▲ New entry	–

THE BUDGETS



Pos	Title	Publisher	Movement	Last month
1	Panic Dizzy	Codemasters	▲ Going up	3
2	Magic Land Dizzy	Codemasters	▼ Going down	1
3	Quattro Cartoon	Codemasters	▲ Going up	–
4	Dragon Ninja	Hit Squad	▼ Going down	2
5	Double Dragon	Mastertronic	▼ Going down	4
6	Cavemania	Atlantis	■ No change	6
7	Multimixx 1 Golf	Kixx	▲ New entry	8
8	Quattro Adventure	Codemasters	▲ New entry	–
9	Quattro Racers	Codemasters	▼ Going down	5
10	Cont. Circus	Mastertronic	▲ New entry	–



● The Turtles are at the top of the charts – not bad for crusty little brown things dumb enough to climb into bonfires (oh no, that's tortoises, isn't it?).

WHAT'S HAPPENING

Those Turtles are back again! The unbelievable success of the narly green-skinned critters goes on and on. Big value compilations also make a heavy dent in the chart, but the ones which didn't make it this month are the unusual ones. Where is *Prince of Persia*, one of the best Amstrad games ever?

The budget scene continues to be dominated by Codemasters, but there's a few big licenses in there too. What happens next month?

ON THE GR

Strange things are afoot in the world of Amstrad games, with plastic catburglars and low-quality superheroes everywhere...!

DIZZY HEIGHTS



● The *Dizzy* games reach Dizzy heights in terms of software sales. The whole series has now sold one-and-a-half million units!

Any of your friends got 16-bit machines? Do they go on about how fast, noisy and colourful their machine is compared to yours? Next time you are faced with one of those boring computer snobs, try hitting them with this bit of boring computer snobbery. Codemasters, budget software king, has released sales figures on the *Dizzy* games.

The *Dizzy* series has been going for two years now and the games haven't been out of the charts since their release. Now that the combined total sales figures for all of the *Dizzy* games have been tallied, it would appear that the final figure is somewhere in the region of a staggering one and a half million units!



● The cutesy platform antics of everybody's favourite egg-head have graced the screens of thousands of Amstrads.

That's a lot of eggs by anyone's standards and gives some indication of how many games buyers there are out there. The *Dizzy* series, with its combination of value and good, solid game design have become world-beaters.

The only other title to achieve this kind of success was Activision's massive hit *Ghostbusters*. Mind you, look what happened to Activision.

DARKMAN



● The crazed actions of a man who's scarred for life and feels no pain are the subject of Oceans next licence.

Ocean has grabbed the rights to Sam Raimi's massive flop movie *Darkman*. The film was a bit tongue-in-cheek and not actually that bad. Audiences however, stayed away in droves.

The film was the classic B-Movie plot concerning an eccentric scientist who blows himself up. Horribly burned, he develops a substance which imitates skin. He then disguises himself as various bad guys in order to seek revenge on the dudes who caused the accident. Oh, and an operation to relieve his considerable pain gives him incredible strength and he becomes a kind of low-quality superhero.

Ocean's game is a traditional scrolling platform job, with most of the elements of the film included. Watch out for the helicopter ride near the end.

FINAL FIGHT

Remember last month when we previewed *Final Fight*? Well, those wonderfully fluffy munchkins at US Gold sent along some screenshots from the CPC version, so we thought we'd let you drool a little. Just look at those lovely sprites!



● *Final Fight's* incredibly frantic pace is indicated in these superb screen-shots from the forthcoming CPC conversion. We just can't wait!

BLUES BROTHERS



Jake and Elwood are on a mission from God! The Blues Brothers, famous for wrecking cars and "getting the band together", are set to make an appearance on your Amstrad very soon. Empire has snapped up the rights to the characters from the movie and they'll soon be wrecking cars and playing the blues on micros everywhere.

Quite what the game will involve is a bit of a mystery, but it's sure to involve fried chicken and dry toast. The film was an expensive failure – let's hope the game doesn't go the same way.

RAPEVINE...

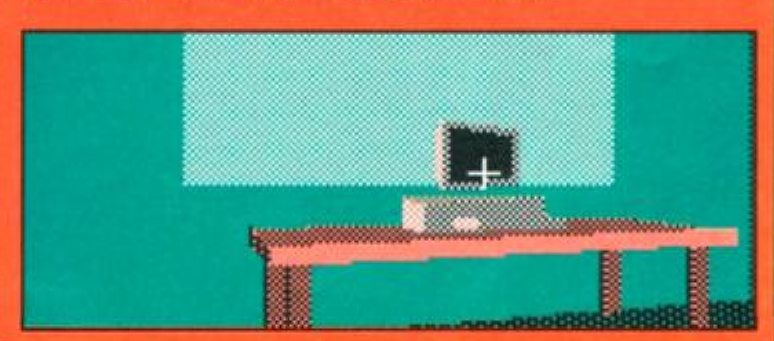
VIRTUAL COMPILATION!

The whole world has gone Virtual Reality crazy. Now Domark has too! The company is releasing a compilation of virtual hits. The list includes *Castle Master*, *Driller*, *Total Eclipse* and *The Crypt*. All of these games were produced with Incentive's *Freescape* 3D environment system.

The most interesting of the above is *The Crypt*. This is actually a sequel to *Castle Master* and has never seen the light of day until now. At £15 quid on tape and a mere £20 quid on disk, the compilation looks like stunning value. It should be in the shops by the time you read this, so watch out for it and get virtual!



● Domark's *Freescape* system is the basis for the forthcoming *3D Construction Kit*. If you can't wait until that title emerges, then check out the *Virtual Worlds* compilation...



BONANZA BROS

US Gold has a very interesting combination of arcade hits heading for the Amstrad in the coming months.

The first, *Bonanza Bros*, is a very weird, scrolling arcade romp featuring two of the most unlikely heroes you'll ever come across. The Bonanza Bros are burglars and have the distressing habit of pinching things from peoples houses (makes sense, really).



● The land the Bonaza Bros inhabit looks strangely artificial; how those graphics will transfer remains to be seen.

This time, however, they may have bitten off more than they can chew. The Bonanza Brothers must overcome incredible odds to clean out several massive warehouse and office buildings. The obstacles are many and include guards, police and a very exhilarating ride on a makeshift flying-fox.

The Sega arcade version featured some weird graphics and even wierder sound effects. Quite how it will translate to the CPC remains to be seen.



● The weird antics of the Bonanza Bros include burglary, dangerous stunts and death by doorslam.

G-LOC



● In some ways, this is son-of *Afterburner*, but with better graphics and lots more to do. The pace is breathtaking.

● All thoughts of accurate flying and technical excellence are forgotten as your screaming jet fighter heads for trouble.

G-LOC is the name on arcade addict's lips this year, what with the machine being used in Sega's R-360 revolving, nausea-inducing arcade system. *G-LOC* stands for Loss Of Consciousness due to G-force. In the R-360 cabinet, this is quite a real possibility.

The graphics of the original, as you can see, are stunning. Quite how US Gold's soon-to-be-released conversion will compare, remains to be seen. The game is basically *Afterburner* with knobs on. The pace is intially easy, but gets frantic very quickly. It may look like a sim, but don't be fooled, this is a pure-bred shoot-em-up.



● Clouds race by at incredible speed as you avoid enemy flak. Lock on and fire for a simple and efficient kill.

MEGATWINS

Another arcade machine with superb graphics is Capcom's *Megatwins*. This machine has been notable by its near absence from British arcades, but fear not, US Gold has signed it up and the game should be appearing on the Amstrad very soon.

Apparently, it features two-player simultaneous shoot-em-up action, but other than that, we're completely clueless. It's being converted by old hands and masters of dodgy scrolling, Tiertex. We wait with bated breath.

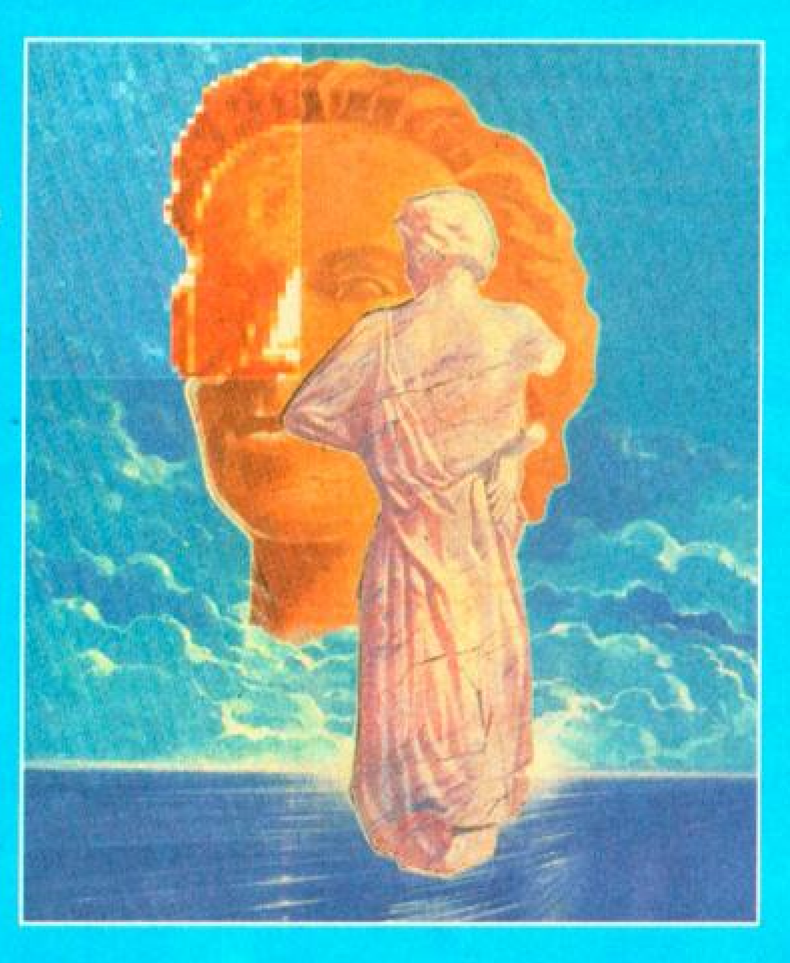
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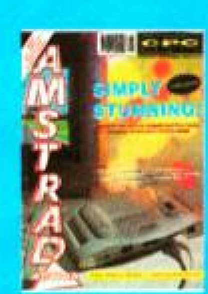
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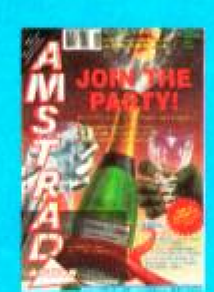
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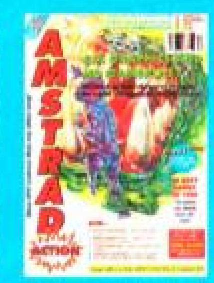
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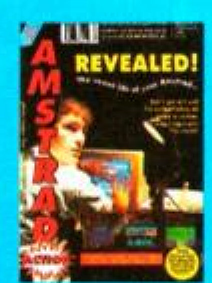
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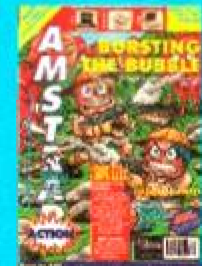
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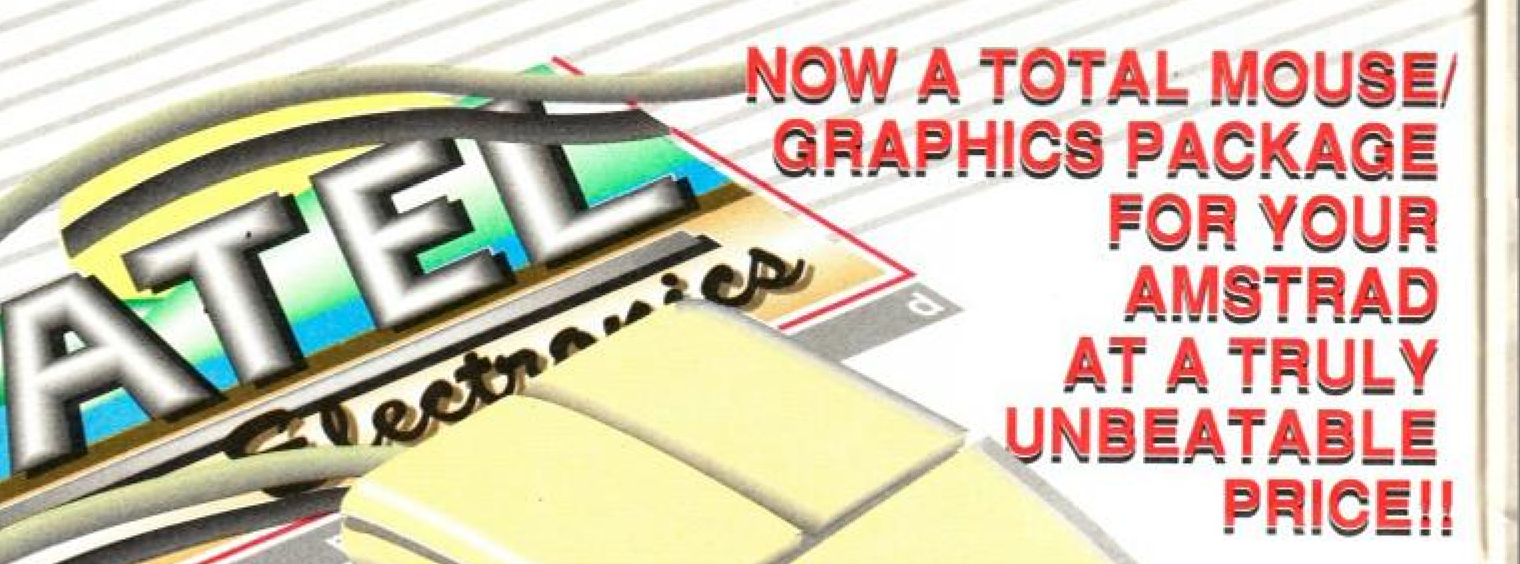
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AMS MSE 2



DEVPAC



Free on this month's covertape: the complete *Devpac* assembler and monitor package from HiSoft! This powerful development tool will aid you in producing machine code for your Amstrad. And don't worry if you're unable to program in machine code – over the coming months we'll be teaching you the basics in our new series.

But first, you'll need to know how to use the package. The next three pages attempt to to give you all the information you'll need.

***Devpac* consists of two main parts, the Assembler, with which you develop your code, and the Monitor, which helps you test it.**

The two are loaded into the computer separately, but may be used in conjunction with each other. Both programs are relocatable, that is they may be placed at different points in memory.

The Assembler

GENA3, is a powerful, two-pass Z80 assembler. It has a built in line editor, and has many advanced features. It will assemble all standard Z80 mnemonics, and includes many assembler directives that make developing code easier.

When run, you're asked for a location address which must be somewhere between 1000 and 30000. The main assembler code will then load into this address, and occupy the next 7K of memory. (If you're unsure where to put it, 1000 is as good address as any.)

Once loaded, the 'help' screen is displayed. This tells you the commands you have at your disposal. See the box on *The Editor Commands* for a fuller description of what all the commands do.

Typing it in

The assembler holds the source code listing in a text file that expands as the listing grows. It works a little like BASIC, each line must start with a line number followed by a space and then the assembly instruction. It's entered into the computer's memory by pressing **[RETURN]** at the end of each line. Every line has the following format:

```
LABEL:  MNEMOMIC  OPERANDS    COMMENT
start:  LD        HL,address  ;load HL with address
```

Some of these fields are optional. Each line is processed as follows:

- The first character is checked. If the line starts with a semi-colon (;) then the rest of the line is ignored, and is treated as a comment. If it starts with an asterisk (*) then the next characters are interpreted as assembler commands. (See the appropriate section for a full list of assembler commands.)
- Next the line is searched for colons (:). If one is found then the preceding characters are taken as being a label. Labels are used to indicate the start of subroutines or addresses where the program may jump to. Only the first six characters of any label are used for identification and these character must be unique. Labels *must* be terminated by a colon (:).
- The rest of the line is checked for a valid Z80 mnemonic, which can be up to four characters in length. If one is found then it's determined whether it should contain operands.

Express yourself

Expressions are used to calculate values by the assembler. An expression has two parts; terms and operators.

Valid terms are: decimal constants e.g. 3568; hexidecimal constants e.g. #4DF; binary constants e.g. %1001010; character constants e.g. "a"; labels e.g. STORE1 and the Location Counter – $.

Valid operators are: addition '+'; subtraction '-'; logical AND '&'; logical OR '@'; logical XOR '!'; multiplication '*'; division '/' and the MOD function '?' – a?b is calculated as a-(a/b)*b.

Assembler directives

As well as standard Z80 mnemonics, a listing may also include 'assembler directives'. These are not translated into Z80 op-codes, instead they direct the assembler to take certain actions during assembly time.

They are as follows (see overleaf):

Quick Start Guide

Too impatient to read through all the instructions? OK, just follow this simple guide which will have you writing, assembling and running your first machine code program in seconds (well, maybe)...

Load the assembler from the tape menu, or by typing:

RUN "GENALOAD"

When the message **Load Address?** appears, type:

1000 [ENTER]

The assembler will now load. The help screen will appear, and the cursor will appear at the left of a '**>**' prompt. Press **[CAPS LOCK]** followed by:

I 10,10

the number 10 will appear. The computer is now ready to accept your listing. Type in the following (remember to end each line with an **[ENTER]**):

```
ENT $ [ENTER]
LD B,26 [ENTER]
LD A,"A" [ENTER]
LOOP: CALL #BB5A [ENTER]
INC A [ENTER]
DJNZ LOOP [ENTER]
RET [ENTER]
```

Now press **[CTRL] C**. This means hold down the **[CTRL]** key and press **C**. You will be back in command mode, at the '**>**' prompt. You can list your program by typing:

L [ENTER]

At the moment the program exists only as source code. For us to be able to use it, it must be converted into machine code. The code needs to be assembled by typing:

A [ENTER]

At the message:

Table size:

press **[ENTER]** – it's not usually necessary to use a value here. Now the message:

Options:

appears. The default will do for this example, so just press **[ENTER]**. If all goes well, an assembly listing will appear. Hoorah! Now's the moment you've been waiting for! It's time to test your code. You can do this from *Devpac* with:

R [ENTER]

You should see the alphabet displayed. Well done – you've successfully typed in your first machine code program. The fact that you understand neither head nor tail of it doesn't matter for now – our tutorial starts next issue!

ORG expression
Sets the address at which the code is assembled.

EQU expression
Sets the value of a label to the expression that follows. (Note, this directive *must* start with a label.)

DEFB expression
Defines a list of bytes.

DEFW expression
Defines a list of two byte words.

DEFS expression
Reserves a block of memory, which is filled with zeros.

DEFM "string"
Defines an ASCII string of characters.

ENT expression
Sets the execution address of the program.

IF expression
The expression is evaluated. If the result is zero then the assembly is skipped until either an **END** or an **ELSE** is encountered.

ELSE expression
Flips the assembly on and off – if it was previously on, then it's switched off and vice versa.

END expression
Switches the assembly on again.

Assembler commands

Assembler commands are similar to assembler directives in that they aren't converted directly into machine code, but they also have no effect on the object code. They simply change the way the assembler presents its listing.

All assembler commands begin with a '*'. The following commands are available:

***E** Three blank lines are sent to the screen, or a page feed is sent to the printer.

***H** string
The string is taken as the heading to be printed after every eject (***E**).

***S** The listing is stopped at this line. It may be reactivated with a keypress.

***L-** The listing and printing is turned off.

***L+** The listing and printing is turned on.

***D+** The Location Counter at the beginning of each line is given in Decimal, rather than Hex.

***D-** Reverts to using Hex for the Location Counter.

***F** filename
This powerful command allows you to assemble from tape or disk. You can include any file saved with the editor's 'P' command.

***T+** Dumps the object code to tape or disk. The output of object code may be halted with a ***T-** command, an **ORG** directive or the end of assembly.

T-** Stops assembling object code to tape or disk. ***AA

THE EDITOR COMMANDS

Text Editing

I n,m — Automatic line insert mode. Line numbers are automatically produced starting at n and incrementing in steps of m. Quit back to the assembler with **[CRTL] C**. Should a line clash with one that already exists, the existing line will be renumbered one line greater than it was.

L n,m — Lists the assembly listing between lines n and m. **L** on its own lists the whole file. The computer will pause between each screenful of text. Any key continues, except **[CTRL] C**, which quits.

D n,m — Deletes all the lines in the range n to m.

M n,m,d — Moves the block of text between n and m to a position before line number d.

N n,m — Renumbers the text file with the first line number as n in steps of m.

F n,m,f,s — Searches all lines between n and m for the string f. If such a string is found then the Edit mode is entered. If s is specified then the exchange string – used in the Edit mode – is set up.

E n — Edits the line n. The line is displayed, and a buffer is created to incorporate the changes. A number of sub-commands allow you to alter the line:

[SPACE]
Increments the text pointer to the next character in the line.

[DEL]
Decrements the text pointer by one character.

[ENTER]
Finish editing the line.

Q Quit editing the line, without making any changes.

R Restore the line as it was originally.

L List the rest of the line being edited.

K Kill the character at the current position.

Z Delete all the characters to the end of the line.

F Find the next occurrence of the 'find' string as defined by the **F** command.

S Replace the 'find' string with the 'substitute' string as defined with the **F** command, and then re-perform the **F** command, looking for the next occurrence of the string.

I Insert characters at the pointer position. You remain in this sub-mode until you hit **[ENTER]** whereupon you're returned to the main Edit mode. Using **[DEL]** deletes the character to the left of the '*' shaped cursor.

X Advances the cursor to the end of the line, and enters the Insert sub-mode as detailed above.

C Enters the 'change' sub-mode. Overwrites the existing characters as you type. You remain in this sub-mode until **[ENTER]** is pressed. A '+' shaped cursor is used while in this mode.

Tape Commands

P n,m,s — Saves the line range n to m under the filename s.

Q ,,s — Same as the **P** command, except the text is saved in ASCII i.e. with the line numbers removed and carriage return and line feed characters added to the end of each line.

G,,s — Load the file s. When found, it is loaded at the end of the current text file. Both ASCII and *Devpac* files can be loaded with this command.

V,,s — Verifies the file s is the same as the one in memory.

O,,s — Saves the object code produced by the latest assembly to tape or disk, with the filename s. BASIC or *MONA3* must be used to load this object code.

T n — Changes the cassette speed that the program is saved at. If n equals zero, then subsequent savings are at speed write 0. Otherwise it's set to speed write 1.

Assembling/Running programs

A Assembles the entire text file into Z80 machine code. See the main text for a fuller description of what's involved.

R Runs the code as long as it has been assem-

ERRORS

We all make mistakes. Here's what thoses error messages mean.

***ERROR* 1** Error in context of this line.

***ERROR* 2** Mnemonic not recognised.

***ERROR* 3** Statement badly formed.

***ERROR* 4** Symbol defined more than once.

***ERROR* 5** Line contains an illegal character.

***ERROR* 6** One of the operands in this line is illegal.

***ERROR* 7** A symbol in this line is a reserved word.

***ERROR* 8** Mismatch of registers.

***ERROR* 9** Too many registers in this line.

***ERROR* 10** Overflow in expression that should evaluate to eight bits.

***ERROR* 11** The instructions JP (IX+n) and JP (IY+n) are illegal.

***ERROR* 12** Error in the formation of an assembler directive.

***ERROR* 13** Illegal forward reference i.e. and **EQU**ate has been made to a symbol which has not yet been defined.

***ERROR* 14** Division by zero.

***ERROR* 15** Overflow in a multiplication operation.

Bad ORG! An ORG has been made to an address that would corrupt *Devpac* or its files.

DEVPAC MANUAL OFFER

While there should be enough information on these pages for you to get started with *Devpac*, we strongly recommend that you get hold of a manual for the package.

The manual contains much, much more than we could possibly fit into this limited space. There are worked examples, and everything is explained in far greater detail. HiSoft can supply you with a such a manual at the special price of £9.95 which includes postage and packing. Send a cheque or postal order for £9.95 to: *Devpac Manual Offer, HiSoft, The Old School, Greenfield, Bedford MK45 5DE.*

bled without errors, and an execute has been set with the **ENT** directive. The assembler may be re-entered with the Z80 **RET** instruction.

Other Commands

H Displays a help screen, showing all the available commands.

B Returns to BASIC. You can re-enter the assembler with a cold start (CALL the original load address+2) or a warm start (CALL the original load address +4).

S d
Changes the delimiter which separates arguments in a command line. On entry a comma ',' is used, but is changed to the character d. A space may not be used.

C Displays the current settings for the delimiter, the default line numbers, and the default strings.

Z n,m
Prints the text file, between n and m if specified, to the printer.

Y n
Sets the number of lines per page to n. Useful for setting to different lengths of printer paper.

X Displays the start and end address of the text file to be displayed in decimal

U Simply displays the last line number used in the text file.

W Flips between 40 and 80 character display.

[CTRL] J
Enters the debugger *MONA3* if it's present and has been used at least once.

Out of Table space!
Occurs during the first pass if insufficient memory has been allowed for the symbol table.

Bad Memory!
This is displayed if there is no room for any more text to be inserted i.e. the end of text is near to the top of RAM. You should immediately save the current text file.

The Monitor

An important part of the *Devpac* package is the *MONA3* monitor. Just as an assembler allows you to create code, a monitor does just the opposite; you can take code apart, examine it and convert from machine code into Z80 Mmnemonics.

The Monitor is loaded separately from the assembler, with **RUN "MONALOAD"**. When run, you're asked for a location address between 1000 and 30000. The main monitor code will then load into this address. A good address is around 30000. If you wish to have both the assembler and monitor in memory at the same time, it's a good idea to locate the assembler at 1000 and the monitor at 30000, giving you plenty of room for your code in between. In this instance, it's best to load the program that resides at the highest point in memory first, so *GENA3* should be loaded last.

Commands in *MONA3* take effect immediately – there's no need to terminate them with **[ENTER]**. The entire front end display is updated after each command is processed, so that you can observe any results of that particular command.

The Commands Available

[CTRL] X
Return to BASIC or whatever program called *MONA3*. You may re-enter the the monitor with a CALL to the original load address+2.

[CTRL] D
Toggle display between hex and decimal. Note that it does not alter the display of memory contents – eight bit numbers are always displayed in hexidecimal, and numbers are always entered from the keyboard in hex.

[CTRL] A
Display a page of disassembly starting from the address held in the Memory Pointer.

[Cursor Right]
Increment the Memory Pointer by one.

[Cursor Left]
Decrement the Memory Pointer by one.

[Cursor Up]
Decrement the memory pointer by eight – used to step backwards quickly.

[Cursor Down]
Increment the Memory Pointer by eight – steps forward quickly.

G Search memory for a specified string. You are prompted with a '**:**' and should enter the first byte for which you wish to search followed by **[ENTER]**. Keep entering subsequent bytes in this way, ending the string by pressing **[ENTER]** in response to the '**:**'. Searching will commence from the current Memory Pointer address. Should you wish to search for further occurrences, use the '**N**' command.

H Convert a decimal number into hex. Type in the number, hitting any non-numeric key will produce the conversion.

I Copies a block of memory from one location to another. You're prompted for '**First:**' address, '**Last:**' address and the address to copy '**To:**'.

J Jump to machine code. You're prompted for a hexidecimal address, and the code at this point is then executed.

[CTRL] C
Continue execution from the address held in the Program Counter.

L List a block of memory from the address held in the Memory Pointer.

M Set the Memory Pointer. You're prompted with '**:**' to enter a hex address.

N Find the next string specified by the '**G**' command.

O Go to the destination of a relative displacement. The byte currently addressed by the Memory Pointer is treated as the displacement.

P Fill the memory between specified limits with a specified byte. You're prompted for the '**First:**', '**Last:**' and ' **With:**' addresses and fill bytes.

R Reads an object code file from tape or disk. (This can be saved from *MONA3's* '**W**' command, or *GENA3's* '**O**' or '***T**' commands.

> Set a breakpoint after the current instruction – useful for stopping after subroutines you don't wish to single step through.

S Alter the Memory Pointer to point to the address on the top of the stack – useful for when you want to look around the return address of a called subroutine.

T Disassemble a block of code. The powerful disassembler allows you to disassemble into a text file – so you can produce a source file from machine code. You're asked to enter the '**First:**' and '**Last:**' address of the code. Answering '**Y**' at the '**Printer?**' prompt will produce a hard copy. If you would like a text file to be generated, then enter the start address at the '**Text:**' prompt.

U Return to the point where the last '**O**' command was issued.

V Return to the point where the last '**X**' command was issued.

W Dumps a block of memory to tape or disk. Prompts are given for filename, and first and last addresses of the code you wish to save.

! Set breakpoint in a block of code. A breakpoint simply transfers control to *MONA3* so that registers, memory etc can be examined. You're prompted for the address to set the breakpoint, where the instructions there are replaced with a CALL to the monitor.

X Go to the destination of an absolute **CALL** or **JP** instruction.

Y Enter ASCII from the Memory Pointer. Characters typed in from the keyboard are echoed, in Hex, into memory starting at the Memory Pointer.

[CTRL] S
Single-step through code. The instruction pointed to by Program Counter is executed, and the Front Panel is updated to reflect all changes to registers, memory etc. This powerful command allows you to examine, at instruction level, exactly what your program is doing (and where it's going wrong!).

[CRTL] L
Exactly the same as the '**L**' command, but output is sent to the printer, rather than the screen. Use **[ESC]** to return to the monitor's main control panel. ***AA***



Forum

Got any technical queries? Are you stumped by your computer? AA's very own technical wizard **ADAM WARING** will attempt to sort it out for you. Or maybe you want to pass on some tip you've discovered to the rest of us? (Send us a good 'un and you could be in line for a £25 mail order voucher!) Write to: ***Forum, Amstrad Action, Beauford Court, 30 Monmouth Street, Bath, Avon BA1 2BW***

Printing makes perfect

I wonder if you could please help me? My son owns an Amstrad CPC464, and we are after a printer that's compatible with it. At the moment we are using my brother's DMP 2160, but as you will appreciate this situation cannot continue, as a time will arise when he will require its use himself.

Since having an accident at work last year, I have used the computer a great deal. Being able to do printouts is of the utmost importance.

I have tried, without success, to obtain a new DMP 2160 printer at various shops in Birmingham. Also, my financial situation is not as good as it could be. We will need a place in the Birmingham area, as we do not trust the postal system with such a valuable piece of equipment.

I have just started to read your magazine *Amstrad Action*, and read your column with great interest. I do hope you can give us some help.

Alan Jones
Birmingham



● **Need a printer? You don't have to buy an Amstrad machine – any printer with a Centronics interface will work.**

Any printer, as long as it has a centronics interface, will work with your computer. (And that means virtually all of them.) You don't have to stick to the Amstrad brand, and in fact I'd recommend that you didn't – there are better models available from other manufacturers.

You'll be after a low-cost printer then. So I'd recommend that you go for a 9-pin dot matrix. They're cheap, have reasonable output, and should work with your set-up without problems.

Citizen's 120D is about the cheapest you'll find, and offers impressive features for such a low-cost printer.

If you want to spend a bit more, Star manufactures a whole range of highly acclaimed printers. Its LC-10 is superb, and there is a colour version available for a few quid more.

These printers will be available locally, but I think your fears about buying by post are unfounded. The printers are well packaged to survive the rigours of the Royal Mail, and postal suppliers will offer you cheaper printers than local shops. Check out the prices of our mail order advertisers.

Covering up

I have just bough a Citizen 120D+ dot matrix printer, and have a few questions to ask you.

1. In the manual it says that with the CPC range of computers you may need a cable with pin 14 disconnected. Is this necessary and if so how do I go about disconnecting pin 14?
2. Does the printer need to be switched on when I am using the computer for playing games or programming?
3. Where can I get a dust cover for the 120D+ from?

I would be very grateful if you could help.

Carlton J Young
Huddersfield

1. *On some printers, having pin 14 connected causes a pair of line feeds to be sent rather than just one whenever the computer reaches the end of a line.*
   The Citizen is one of the printers affected (as are most – it is a fault with the Amstrad, not the printer). Many suppliers now provide the a cable with the pin already cut – as is yours. Your letter was printed perfectly well, without the double lined spacing, so there's no need to worry about cutting up your cable.
   Other readers who are experiencing difficulties with double lined spacing in their printouts, all you have to do is disconnect pin 14 from the computer cable. It's the fourth from the right, looking into the back of the computer. Luckily the printer will function perfectly well without pins 15,16 and 17 connected as well, so sticking a bit of tape over these four pins will do the job.



2. *No, the printer can be on, off, or whatever you like when you're not using it. In fact, if you decide that you want a printout, but your printer's switched off, switching it on whilst the computer's running will not cause any ill effects.*
3. *BBD Dustcovers can supply a cover for your printer. The Citizen 120D+ cover costs £6.38 inc P&P, and is available in a charcoal colour to match your computer. It went on to say that it produces a range of covers tailored for the whole CPC range before I could get a word in edgeways. Contact:* ***BBD Dustcovers, The Standish Centre, Cross Street, Standish, Wigan WN6 0HQ. Tel 0257 425839.***

Transfer fee

I would like to point out that the information that you gave Cathal Gallager in issue 69, regarding BBC to CPC file transfers, was incorrect and misrepresented Moonstone's *MFU* package.

You suggest that, in order to use *MFU* to carry out cross-format transfers, the non-CPC format must have a format similar to that used in PCs. This is not true. *MFU* caters for the BBC and PC formats to an equal degree, grouping them on the main menu as "Non-CP/M File Transfer".

The main function of *MFU* is actually to provide a format analysis package and cross-format CP/M disk handling and editing facility. Its PC and BBC file transfer functions are supplementary and are, consequently, fairly basic. On the face of it, though, the latter may be exactly what Cathal wants.

Once his BBC BASIC files have been transferred to CPC (this will require them to be have been saved as ASCII files, which I assume will be possible), it is a question of manual translation to eliminate the relatively few special BBC BASIC keywords (things like PROC, VDU and so forth) and replacing them with equivalent Locomotive BASIC structures. Note that this is not likely to be possible with programs which incorporate anything other than simple graphics

and certainly should not be tried with anything which pokes machine code. I would guess, however, that Cathal's programs, written at school, are reasonably straightforward, and therefore there should be a very good chance that he could successfully convert them.

Steve Brunt
Wells

I stand corrected, Steve. Thanks for clearing that up.

REMember to run

I have discovered something that (I think) hasn't been discovered before. Follow these simple steps:

1. Type in a program that has no DATA or DIM statements, and begins with:

```
1 MODE 1
```
(This is essential)

2. Having typed in your program, e.g.:

```
1 MODE 1
10 PRINT "Another thing 'REM' does!"
```

Type:

```
REM|||
```
(Three 'bar' characters)

I know this is completely useless, but it is interesting. I have a CPC 464.

Matthew Chislolm
Totnes, Devon

How on earth did you discover that? I'm impressed! 6128 owners will have to remain forever in suspense – it appears only to work on the 464!

ROM for improvement?

I use *Tasword*, CP/M and the *Mini Office* database frequently, and I was wondering if it would be possible to transfer these programs

Colourful language

VOUCHER £25

For Christmas I received the *Advanced Art Studio* with the mouse, etc, and the colour ribbons for my Citizen Swift 24 printer. After using it for some time, I decided to try and print out one of my pictures. After setting up the printer I chose the printer option, and left it to work on its own. When I came back I found the picture had printed out perfectly... except for one thing – it was all in yellow!

I realised that I was in need of a printer driver, so I looked through the mail order ads in *Amstrad Action*. I found that Datel Electronics, which also supplies *Advanced Art Studio*, had one. I phoned up and was told that it would work with any printer that supports JX codes. I looked through the computer manual, and I quote:

> "The colour kit supports software commands used by the Epson EX, Epson JX and the IBM colour printer" (p.269)

I ordered the driver at a cost of £19.99. It arrived promptly and followed the instructions that came with it. The print out that I got was a line of one colour, miss a line, the next colour that should have been on top of the first colour, another missed line etc. Oh dear. On phoning Citizen, I am told that the printer does not support JX commands and that the manual is wrong!

Then my father fiddles around with the printer and gets it to work. The configuration was saved, but the next time I tried to use it, it didn't work again. Dad then had another go with it, read the printer manual, and came up with a little program and changed the configuration. Hey presto – the printer now worked!

To get a colour printout from *Advanced Art Studio* with a Citizen Swift 24, type in the following program, save it onto the same disk as the one with Datel's printer driver, and alter the configuration in the desired macro to the one shown below.

```
10 REM ****MIKE + CLAIRE'S****
20 REM ******ADDITION TO******
30 REM *DATELS PRINTER DRIVER*
40 REM **DONT FORGET TO LOAD**
50 REM ****THE RIGHT MACRO****
60 REM ****AND INSTALL THE****
70 REM *****COLOUR RIBBON*****
80 REM *****FEBRUARY 10991****
90 PRINT #8,CHR$(27)CHR$(126)"5"CHR$(1)
100 PRINT #8,CHR$(27)"50"
110 PRINT #8,CHR$(27)"A"CHR$(6)
120 PRINT #8,CHR$(27)"2"
130 REM NOW TO RUN THE PROGRAM!
140 RUN "DRIVER"
```

The configuration set-up is:

EMLATON	EMLATON	IBM
PRN STYL	FONT	DRAFT
	PITCH	10 CPI
	CONDENSE	OFF
	ZERO	NO SLASH
	ITALICS	-
	COLOUR	BLACK
	AGM MODE	OFF
PRN MODE	CPY MODE	OFF
	TEXT DIR	UNI DIR
	GRPH DIR	UNI DIR
	SW LOCK	ALL STYL
PG LYOUT	LINE SP.	HOSTDEF
	FRM LNTH	11 INCH
	PG SKIP	-
	RT MARGN	080CLMN
	LT MARGN	000CLMN
	VTOP C	+000/60
	S	+000/60
INSTALL	RIBBON	COLOUR
	A.S.F	OFF
	AUTO CR	OFF
	AUTO LF	OFF
	SLCT IN	-
	CTZN ESC	ON
	REV LF	OFF
	PG CNTR C	040CLMN
	S	040CLMN
	PAPR OUT	ENABLE
	TEAR OFF	ON
CHR TABL	COUNTRY	-
	CODE PG	U.S.A.
	CHR SET	SET 1
SPECIAL	BAUDRATE	4800
	PARITY	NONE
	DATA BIT	8 BIT
	STOP BIT	1 BIT
	PROTOCOL	XON/XOFF
HECHAN	COVER SW	ON

Now, after helping whoever needs this information, down to my problem. I would like to buy *Stop Press*, but I would like to know if it works on a Citizen Swift 24 because, in the April 1991 issue (no. 67), you said, and I quote:

> "The Amstrad will work with a wide variety of printers. 24-pin will offer the best quality print, but there may be some problems with software compatibility. And with any printer complex pages may take many minutes to print out!" (p.32)

I would like to be sure before I buy because it is a lot of money to shell out on something that would not print out pages. If you have no idea, I would be willing to test the program out with my Citizen Swift 24-pin printer as long as the program was provided and I could buy it afterwards if it worked.

Claire Knight
Hinkley, Leicestershire

Thanks Claire! I'm sure that many other readers will benefit from your (and your Dad's) research. Your £25 prize is well deserved.

Stop Press is designed specifically to work with 9-pin printers. The problems arise because of the different line spacing used (measured in n/360 inch as opposed to n/216 inch). This means that the pages end up elongated, and don't fit on a standard page of printer paper.

Last issue, one of our readers offered a challenge for someone to produce a poke to get Stop Press working with 24-pin printers. Who knows, maybe you and your Dad could give it a go!

THE ADVANCED OCP ART STUDIO
RAINBIRD

onto ROM, so that they could be plugged into a ROM board for easy access. If this is possible, what is the biggest program a ROM could hold and how much would a ROM board and the items to transfer the programs cost?

Adam Walker
Aberdare, Glamorgan

It would be next to impossible for you to transfer these programs yourself, Adam, you'd virtually have to rewrite them for them to work on ROM.

Graduate Software has developed a process to transfer CP/M onto ROM. Send in your CP/M master disk, along with a check for £24.95, and the company will perform the service for you. The address is: ***14 Forrester Avenue, Weston on Trent, Derby DE7 2HX. Tel 0332 702993.***

Though Tasword isn't available on ROM, another word processor, Protext, is. In fact this program is widely regarded to be the better of the two. Protext costs £25 and is available from ***Arnor Ltd, 611 Lincoln Road, Peterborough PE1 3HA. Tel 0733 68909.***

I'm not aware of any databases that are available on ROM, I'm afraid.

The largest program a ROM can hold is 16K, but larger programs can be achieved by using more than one ROM and jumping between them. A ROM box will set you back around £25 or so – shop around for the best price. (If you buy the ROM box direct from Arnor together with any of their ROMs, it'll let you have one for £20.)

Dot to dot

You asked for short *Type-Ins*, and they don't come much shorter than this. All my little program does is redefine the space bar so that when it is pressed, it displays the little dot shown instead of the space – as printed in the *Type-Ins section.*

```
10 SYMBOL AFTER 31
20 SYMBOL 32,0,0,0,24,24,0,0,0
```

I shall wait in anticipation to see if my program is published!

Nick Taylor
Sale, Cheshire

Short, simple and elegant. Well done Nick!

It's all Greek! (Well, Spanish)

We moved to Spain with our CPC464 which our little boy used quite a lot. Eventually the machine would not load from the tapes and we could not get it repaired here. We bought a CPC 6128, but with a Spanish manual which we are not able to understand. We would like a motor unit for the 464 users' manual for the 6128 and also a means of transferring all David's tapes to disk.

Several months ago I wrote to Amstrad who do not supply direct to the public and I wrote to the addresses they supplied, but have received no replies after four months, Is there any way you can help us?

Jack French
Alicante, Spain

● Interested in machine code? This month's covertape boasts an assembler, and we're starting a m/code series very shortly!

CPC Ltd (not to be confused with the computer!) is one of Amstrad's major spares distributors. It supplies most parts for broken-down CPCs, and can supply manuals too.

The price it quoted for the 464's cassette mechanism was £23.14 plus VAT, the 6128 manual costs £14.47 plus VAT.

Contact: ***CPC, 194-200 North Road, Preston, Lancashire PR1 1YP. Tel 0772 555034.***

Code junkie

I am writing to you with the hope that you can stop my endless agony of not knowing how to input machine code on my 464.

This has been puzzling me for some time now, and it would be very useful if you could answer this for me.

Richard Wilding
Southampton

Machine code is the electronic language the computer understands directly. It basically consists of many pulses of electricity zipping round the heart of your computer system. These electric pulses are represented by the numbers zero and one.

Because things would get terribly confusing, programing by numbers all the time, a program called an assembler is used. It allows you to call the machine code instructions a name representing what they do, rather than having to remember all those horrid numbers and what they do.

And it just so happens we're putting a complete assembler on this month's AA Action Pack!

We intend to cover machine code and assemblers soon in a brand new, easy-to-follow series for beginners – keep yer eyes peeled!

Sorry, wrong computer!

I have a PCW9512 and I've tried to run CPC computer games on it but had no success. Please could you tell me if it is possible to play CPC games on it. If so how do you load them?

Ryan McMillan
Killmarnock, Ayrshire



● **Oh no! – the PCW can't run CPC games! Sad news for Mr Macmillan from Kilmarnock...**

Er, I think you're rather confused. The CPC and PCW are completely different computers. They don't have an awful lot in common apart from using the same type of disks and being manufactured by Amstrad.

It's true that you can run CP/M programs on both machines, which covers utilities and the like, but games? No chance!

Font of knowledge

As Maya Mahur points out (*Forum*, June 1991), you don't need an 8-bit printer port to get the high-order box and other characters. There's a bit more, however, to getting them than his letter suggests. You need to program keys to do the following:

- Switch the eighth bit On (ESC ">") and Off (ESC "=" or ESC "#"). I find that ESC "#" is better as ESC "=" doesn't work with all printers, and can corrupt subsequent *Qualitas.*
- Switch between Epson and IBM. ESC "t1" for IBM and ESC "t0" for Epson work with most printers, but others are encountered and you will need to check the printer's manual.
- Arrange that ASCII 128 to 159 act as control codes, not characters. Otherwise the normal control codes in the range 0-31 get turned into characters with spectacular effects. ESC "7" will work with most printers but again others are met. The code need be sent only once.

I have various utilities for use with *Brunword* that do such things as program keys to control *Qualitas*, produce a selection of the IBM "Box" characters for drawing tables and family trees, produce letter templates and provide a selection of *Qualitas* fonts. If anyone would like a copy, send disk and a stamped addressed envelope to **11 Battery Close, Gosport PO12 4PA.**

Mike Catton
Gosport

Thanks for your observations, Mike, and especially for the utilities offer.

Z80 SIMULATOR

No, no, it's not the lastest release from Codemasters. *Z80 Simulator* is a machine code debugging tool that should be useful to hackers and programmers alike. *ADAM WARING* puts it through its paces...

**£19.95 disk only (introductory price £15.00)
Goldmark Systems, 51 Comet Road, Hatfield, Hertfordshire AL10 OSY • Tel: 0707 271529**

Z80 *Simulator* does what it says – it's a Z80 simulator that will test your code, performing any actions that the program carries out, without actually executing any instructions.

Obviously it's no use simulating code without any indication of what's going on. So wodges of information appear to guide you through your steps. The registers, disassembled instructions, and other valuable information is displayed at all times.

The *Simulator* is basically a machine code monitor, albeit a powerful one. The main difference is that it allows you to use the whole of memory to test your programs. The traditional limitation of monitors is that they require a certain amount of memory to reside in. When examining a program that has been written by someone else – or even one of your own – it can be difficult to decide where to locate the monitor where it won't get overwritten.

Z80 Simulator isn't affected by these problems. The code is actually stored in the alternate memory banks in the 128K machines, and pulls out the bits of code as it needs them. The user doesn't have to worry where the code lies at all. In fact the whole thing is very clever. All memory operations are carried in the extra memory banks. It is indeed a simulation, as the main memory remains uneffected by the program's actions!

You're in command

When the program's first run, a help screen is displayed, showing all the available commands. Should you get stuck, pressing the H key will remind you what's available.

Most commands are available at a single keypress. These are the commmonly used ones. Other, less frequently used functions, are known as the extended commands. These are accessed by first pressing X, followed by the keypress. This allows all the functions to have reasonably logical names, and also acts as a safeguard – loading a block of code is an extended command, so you won't accidentally overwrite the program you've been tracing for hours.

All the registers may be altered with ease, including the stack and program counter. So 'what if' situations can be tested by entering troublesome routines with different values.

A step at a time

Memory dumps, dissasemblies, memory editing can be performed. ROMs can be switched in and flags can be examined. But real work starts when you use the single stepping commands – here's where the actual simulation takes place. The program can be stepped through an instrucion at a time, with the registers and other information displays being updated as the commands are 'executed'.

For the most part, the program steps through each instruction quite happily. But there are some situations where it can't simulate the command, and in this instance a warning is given to the user.

Commands that use the I/O ports, that attempt to swap memory banks, that try to alter the interrupt mode or that aren't valid Z80 instructions will throw up such a warning. In other words, anything that may cause the *Simulator* to stop working, or could cause the computer to crash. In this instance the instuction is skipped, but, most importantly, you're told that it's been skipped.

There are other situations in which such a message may be displayed. Breakpoints and high and low address limits can be set by the user. Should the simulated code reach the breakpoint address, or stray outside the minimum or maximum limits, then you'll be told.

Should you want to run some code without being informed of what's happening at every instruction, tracing a subroutine that you know works for instance, the Go command will step through rapidly without updating the display. Execution stops, as above, when a break occurs.

Ground level

Sim is a very useful tool. It's extremely flexible – not having to know where a program's located means that a great deal of the fiddliness normally associated with debuging aids is eradicated.

That's not to say it's for the beginner, though. A good grounding in machine code and a general understanding of the way monitors work is essential – don't expect the manual to teach you anything above a command-specific level.

So, whether the program is of any use to you depends entirely on the way you use your Amstrad. If you're forever getting flummoxed by bugs in your machine code programs, or enjoy hacking into other peoples', then *Sim* has an awful lot of plus points! **AA**

```
Z80 SIMULATOR PROGRAM © J. RANDLE 1991
 H  - Displays this Help screen
←→  - Move register pointer
 G  - Go from PC until break
 S  - Single step one instruction
 R  - Return from subroutine call
 P  - Push BRK address onto stack
 V  - Enter HEX Value for register
 F  - Flag register details
 M  - Memory dump from pointer
 D  - Dissassemble from pointer
 E  - Edit memory at pointer
 L  - Toggle Lower ROM on/off
 U  - Toggle Upper ROM on/off
 X  - EXtended command entry
 XP - Printer on/off toggle
 XR - Upper ROM select number
 XO - Toggle Output instruction break
 XB - Auto ROM Bank switching on/off
 XA - Alternate register display
 XI - Initialise and load user code
 XM - Merge load user code
 XS - Save (68K required) user memory
 XL - Load (68K) user memory
      <Press any key to continue>
```

• Stuck? The help screen lists all the instructions and what they do. The more common commands are accessed with a single keypress, while extended commands are prefixed with an 'X'.

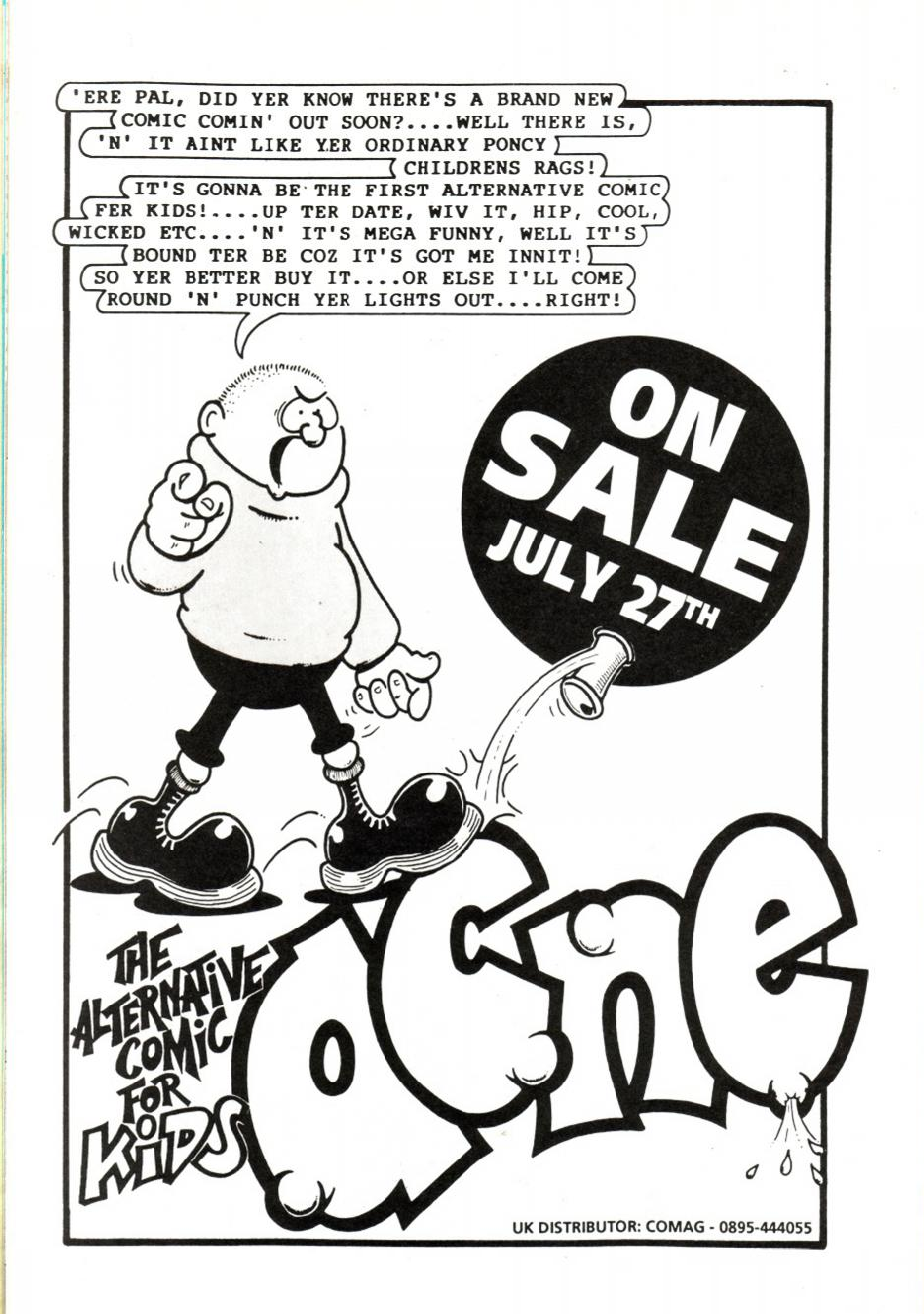
• Single stepping is the most useful option. Registers change as they would if the program were run, but everything takes place in the computer's secondary memory bank.

GOOD NEWS

- No need to worry about memory clashes
- Could be invaluable as a debugging aid

BAD NEWS

- Manual isn't overhelpful
- Not a beginners' program!


'ERE PAL, DID YER KNOW THERE'S A BRAND NEW COMIC COMIN' OUT SOON?....WELL THERE IS, 'N' IT AINT LIKE YER ORDINARY PONCY CHILDRENS RAGS! IT'S GONNA BE THE FIRST ALTERNATIVE COMIC FER KIDS!....UP TER DATE, WIV IT, HIP, COOL, WICKED ETC....'N' IT'S MEGA FUNNY, WELL IT'S BOUND TER BE COZ IT'S GOT ME INNIT! SO YER BETTER BUY IT....OR ELSE I'LL COME ROUND 'N' PUNCH YER LIGHTS OUT....RIGHT!
ON SALE JULY 27TH
THE ALTERNATIVE COMIC FOR KIDS
acne
UK DISTRIBUTOR: COMAG - 0895-444055

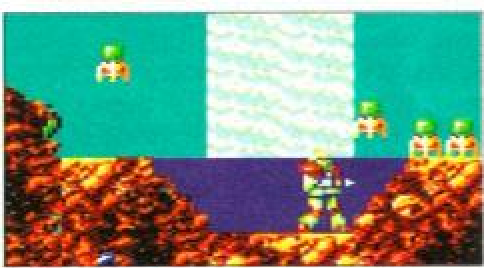
ACTION TEST

What a brilliant month! Turrican 2 left us absolutely gobsmacked, Hero Quest had us hooked and there were some really decent budgets out there too...



34





● Amazing sprites, excellent scrolling, vast playing area – and playability too! This is one hell of a game.

MEGAPHEONIX



48

● What happens when you take an old game and bring it bang up to date? Nothing, unfortunately...

GAUNTLET 3





47

● US Gold gets into isometric 3D with the latest instalment in the epic *Gauntlet* saga.

BUDGET BONANZA

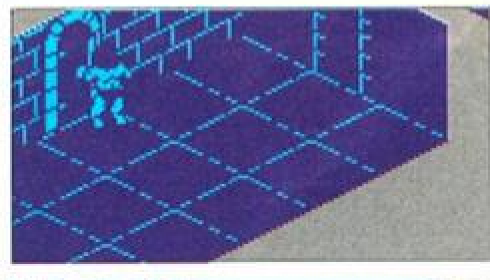


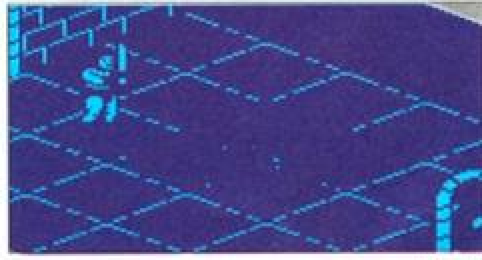
39

● *Quattro Racers, 3D Starfighter, Anarchy* and loads more budgets in our special cheapies section...



32





● Gremlin brings role-playing out of the closet in a big way. *Hero Quest* looks great, is highly accessible and completely absorbing.

A computer version of a boardgame? Do us a favour! Yup, *Hero Quest* is a bit of an odd fellow really. It contains a lot of elements seen in computer RPGs, but the board game influence is lost in the presentation.

The game is about a band of four adventurers, mercenaries at heart and interested only in cash and the honour of battle. No cause too evil or too worthy. They'll do owt for spondoolicks, these fellers.

Whichever scenario you choose, you will always be pitting your wits against Morcar, king of the underworld and lordy lordy big boss bad guy. He has to wait his turn just like you and ends up being an invisible player, controlled by the computer.

The rules of play are strict. The game is played on several different maps, depending which mission you choose. Only the section of the map you can see is displayed on the game screen. You have a forty five degree angle of vision and so it is usually impossible to see around corners.

The floor is made up of squares. To move your character you throw two "dice" and so the



● This my freinds, is the exit from the first level. Walk down these steps and you will have completed your first task. The first task is actually very, very simple and is a sort of training excerciser for the real game.

HERO QUEST

GREMLIN ■ £10.99 cass, £15.99 disk

maximum number of moves is 12. You can move to any square adjacent, but not diagonally. Confused? You will be. You have one action per move; you can take this before or after you move your character.

The 'action' options, broadly, are to attack or search rooms for treasure, hidden doors or traps. Obstacles include furniture, treasure chests, rockfalls and – worst of all – voodoo critters. Voodoo critters include Orcs, zombies, evil wizards and bigger, nastier things...

Depending on which mission you choose, you may have to defeat an end-of-level baddie of sorts. This is usually some horribly dangerous monster with incredible armour and a pokey weapon. Fighting couldn't be simpler. Select the battle option, choose who you want to fight and Fire. Sometimes the "dice" go against you and you lose, but potions and weapons all increase your fighting ability.

Up to four players can play at once, making things a little easier... unless your friends decide to be awkward.

Teamwork is possible and useful, but greedy adventurers can make things difficult for you.

The missions vary wildly, from a simple maze where the only objective is to find your way out, to a mission to save the world. The rules in the boardgame version could be learned quickly and the trial and error element worked to the game's advantage. This has been preserved in the computer version and in many respects, improved.

No dice, no scrappy pieces of paper and no board. All you need is a computer and a couple of friends. The game is fun in one-player mode, especially when you control more than one character. With all four players taking turns, the game takes on a whole new dimension.

The strategy and mechanics of the game are similar in some respects to *Laser Squad*. This is purely coincidental, however, it's just the way it translated onto the screen. The rules of the game can be picked up after just a few moves and it's possible to start playing without even referring to the manual.

You can save characters each time you play, therefore carrying weapons and money over to the next scenario. This adds tremendously to the game's lastability and saves a lot of frustrating play on early missions.

Graphically, the game is a treat. The maps

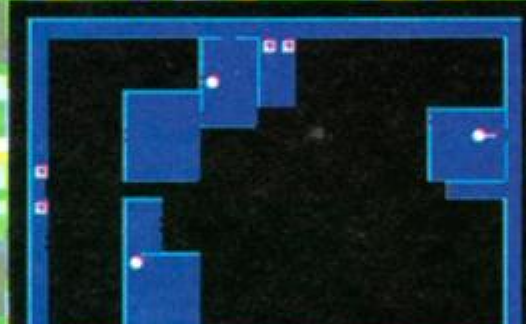
SECOND OPINION

"Brilliant! Gremlin has managed to bring the whole role-playing genre to life with a game that looks great and plays even better. Fans of the boardgame will be at home instantly."

Adam Waring



● The map gets bigger and more informative as you explore more of each dungeon. Fortunately, you can see the bad guys.



● That little blob at the top right hand corner is a fight. Action-packed, eh? This screen is also used when casting magic spells.



● About to open a door on the second level – who knows what lurks on the other side? Could be treasure, or even an orc.

are perfect, the in-game screens are wonderfully defined and the characters well animated. The variety and appearance of the bad guys varies widely, each monster looking exactly like its board game counterpart. The rooms and passages are a little samey, but carry the required atmosphere of foreboding extremely well.

Hero Quest has bags of atmosphere. It can be genuinely scarey as you creep down a passageway awaiting the next creature, or Morcar's next strike.

The music is superb – and if you don't like it, you can always switch it off! Playability is where *Hero Quest* has its heart, though, and in many ways it's better than the board game. It's more accessible, much faster and at the end of the day, much more fun. One of the best games of the year and *THE* board game conversion.

Frank

Bored with board games?

Hero Quest started out as a board game released to great critical acclaim in the latter half of 1988. It followed in the footsteps of TSR's now legendary *Dungeons and Dragons* series. These *D&D* type games took the world by storm in the early '80s, but attracted some rather bad publicity.

This publicity had more to do with the kind of people who played the games than the games themselves. The public perception of D&D players, was of spotty adolescents with nothing better to do, hunched over a board in a litter-filled room, with their equally spotty friends, all talking about Orcs, Valkyries and Portable Holes.

As a game concept, the D&D environment requires a bit more imagination and thought than say, *Pac Man* or *Donkey Kong*. Parents, however, still felt that their children would be better off outside in the sun, playing with normal kids and not that weirdo with the anorak from number 26.

When *Hero Quest* came along, it was a breath of fresh air. It streamlined the ideas used in previous adventure RPGs and made the whole thing cleaner and simpler. The scenarios available still meant that the scope for ideas and customisation was enormous. In a way, *Hero Quest* re-invented the RPG boardgame...

Pick your hero...

Rogar the Barbarian

His real name was Roger, but it didn't quite fit his Barbarian image. Still, he only changed one vowel and people still call him Roger.

Rogar the Barbarian Durgin the Dwarf



Teased mercilessly at school, you'd better not mention his height. His friends call him Lofty, good thing too, he does tend to behead people a lot.



Ladrin the Elf

A real hit with the girls, but he doesn't get on too well with Orcs. Very fast, but he's got a bit of a glass jaw.

Telor the Wizard

He is pretty soft, but does have a Paul Daniels junior magician kit and defeats the enemy with corking japes and impressive illusions. His card tricks aren't very effective against massive angry Demons though.

FIRST DAY TARGET SCORE

Escape from the maze

HERO QUEAT VERDICT

GRAPHICS............ 85%
Smooth, detailed and atmospheric-wonderful presentation

SONICS................ 84%
Superb music throughout, perfect medieval soundtrack

GRAB FACTOR....... 90%
So easy to grasp seemingly complex rules and immediate addiction ensues

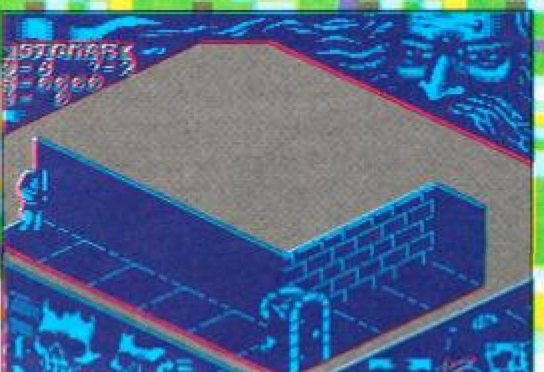
STAYING POWER... 94%
More lasting appeal than any other game this year, tons of missions and lots of variety.

RATING 91%

The game to bring role-playing out of the closet! Great presentation, great gameplay. An essential purchase, even if you don't care for boardgames.



• Sneaking up behind a bad guy. Use your action now, but carefully, because if your attack fails you're in deep trouble.



• Stalking baddies in the dark corridors is great fun, especially when armed with a crossbow – you can shoot him from here.



• Your turn is over and Morcar is about to set that rather ugly orc on you. Fortunately, you have in your possesion a healing potion.



● Right at the start of the first level, there seems to be nothing happening, so you loose off a few bursts for the hell of it.



● In the cavernous depths of the planet, only superb timing and careful movement can save you from doom at the planet's core.



● These mettalic-looking dragons pop-up quite a lot on the first level. Hold down the Fire button and torch the scaly suckers.



● Run away! That spiky ball is neither soft nor cuddly. Catching it on the bonce is not a good idea. Head for the hills or use a smart bomb.



● This is the level one guardian; frankly, he's a bit daft and is easily dispatched, but the ground does shake when he lands. Spooky.



● Slippin-rippin-dang-fang-rotten-zarg-abarg-a-ding-dong!!! The biggest, nastiest, most unnecessarily dangerous end-of-level baddie ever. This is "The Machine" and those aint ping-pong balls he's shooting at you.

TURRICA

RAINBOW ARTS ■ £9.99 cass, £14.99 di

AA MASTER GAME!

A planet is dying. In an age of darkness, the weak fall prey to the strong and power itself is justice enough. The Machine came in this time and where he walked, destruction followed. The Machine is a mysterious cosmic entity, vastly powerful and almost invincible. It kills without mercy and knows no pity.

The machine would be all set to conquer the universe were it not for a man named Turrican. That one man should stand in the way of a superbeing is astonishing enough. That that one man should choose to face the Machine on his own is truly incredible (not to mention a bit daft).

Turrican is a battle-hardened mercenary from the planet Spam. He kills for money and has no morals. Why then when the people of the besieged planet Landorin ask for his assistance does a tear come to his eye?

> "*Turrican 2* is a quantum leap in game design on the Amstrad. Rainbow Arts has pulled out all the stops, used real imagination and made *Turrican 2* the single best shoot-em-up on the Amstrad ever."

"It's not a tear, it's lubricating fluid from my exoskeleton, honest", protests Turrican.

There are two things you need to know about Landorin. One, it's big and two, it's packed full of vicious alien scum. These are the Machine's minions and these are what stands between Turrican and the safety of the Universe.

Turrican 2 looks at first uncannily like *Turrican 1*. Your immediate response when you first appear on the is to run right, shooting anything that moves. Just as well, 'cause that's the whole point of the game.

Well, actually, there's a bit more to it than that. The planet Landorin is huge, with complex cities above and below ground. Your objective is to reach the end of each level and defeat an end-of-level guardian. Sounds clichéd, but getting to the end of a stage is very tricky. The planet is so huge and labyrinthine, you may well get hopelessly lost on the way.

Not to worry, the exploration is great fun, especially when you're armed to the teeth like Turrican. Initially you have a pulse laser, an electric arc beam weapon and three smart bombs. The first fires normally, the second is activated by standing still and holding down the Fire button. A long arc of blue energy shoots out and can be rotated around you with huge destructive potential. Smart bombs are activated by hitting the Return key.

If that selection sounds too sissy for you, then shooting the pods which float past at various intervals will reveal extra weapons, such





as spread shot and bouncing laser cannons.

No strategy here whatsoever, just blasting, jumping, killing mayhem. Playing further and further into the game, you will be impressed by the variety of aliens, weaponry, landscapes and graphics, but in a CPC game, the second part of the game came as something of a shock.

After defeating one end-of-level guardian quite far into the game, it's a bit of a surprise to find Turrican inside a small spacecraft, zooming through a very fast moving alien complex, much like *R-Type* or *Nemesis*. The fact that this sub-game outshines both those games in every respect is an indication of the scope and quality of the whole product.

SECOND OPINION
"The sheer size and variety of this game is the hardest thing to get used to. It plays brilliantly and it just looks so good - what an absolute stonker!
Rod Lawton

...AN 2

...disk

This *R-Type* section is impressive and would have made a spectacular game on its own merits. It covers a vast area and at times the scrolling changes direction, leading you into a kind of maze. It all becomes claustrophobic and dangerous very quickly. The weapons remain the same as the jumpy/shooty bit, but the gameplay changes dramatically.

Turrican 1 was huge, *Turrican 2* is absolutely vast. There is just so much in it! The graphics are also without doubt the best yet seen on a standard CPC. There seems to be an unfeasibly large amount of colour on screen at once. Add to this near-perfect scrolling in eight directions as well as some absolutely massive sprites and you have a game of truly outrageous proportions.

The music during the intro is superb and the sound effects throughout are noisy and brash, suiting the game perfectly. But the best thing about *Turrican 2* is the gameplay. It's perfect. A weighty claim indeed, but play it and you'll see it's a justified one.

Turrican 2 literally takes the Amstrad to its limits. It doesn't slow down when there's too much on screen, it uses a very large palette of colours and everything moves like silk. The similarities to the original *Turrican* are obvious, but it adds to the theme and improves it greatly.

Turrican 2 is a quantum leap in game design on the Amstrad. Rainbow Arts has pulled out all the stops, used real imagination and made *Turrican 2* the single best shoot-em-up on the Amstrad ever.

Frank

FIRST DAY TARGET SCORE
Complete the second level

TURRICAN 2 VERDICT

GRAPHICS............ 98%
Probably the best graphics ever on the Amstrad – and about as good as they'll *ever* be.

SONICS................ 88%
Perfect sound FX complemented by superb intro music

GRAB FACTOR....... 95%
There is no way you can put this down once you've picked it up

STAYING POWER... 91%
Absolutely huge and the urge to see what comes next is powerful indeed

RATING 95%

One of the best Amstrad games ever and easily the king of shoot-em-ups.

Turrican 2 is BIG

Turrican 2, apart from having the most incredible graphics ever, is also one of the biggest Amstrad games to date. The scale of the game is hard to appreciate from a mere description; to really get the feel of it, you have to go a-wanderin'.

Programming house Enigma Variations was only too pleased to give us the technical run-down on its masterpiece. Richard Naylor, head honcho and all round good guy, told us that *Turrican 2* contains a jaw-dropping 1500 screens!

Think of it this way – if you laid out 1500 monitors on their backs on the floor, it would cover an area 9240 metres square. You can wander around as an inch-high *Turrican* in an area roughly the size of your entire house!

Enigma Variations had a real headache with this. Each level takes up 60K and the programmers had to fit five levels, as well as music and other bits, onto as small an amount of disk space as possible. Incredibly, this house-sized game fits on just one disk!

Amazing.



● Blast your way through the honeycomb structure to reveal hidden bonuses and free lives. Watch out for dive-bombing baddies.



● It's not all running and jumping, you know. This level sees you flying a spacecraft à-la *R-Type*. Unexpected and superb.



● It gets worse. The screen starts scrolling vertically too. This makes split second timing essential if you are to survive.



● Weird alien structures form the bulk of later levels. Some of the mazes they create are tortuous and very confusing.



● Underwater in level one and the baddies are closing in. Best bet is to wait there until they go away, you brave hero, you!



● A near miss as you attempt to catch a brilliant hit. It looks like this one is going all the way for a home-run. No worries though, only one more to get out.

SECOND OPINION
"Despite the novel split screen display, the poor implementation and blocky graphics make for a poor game. It gets a stike out rather than a home run." **Adam Waring**

RBI2

DOMARK ■ £10.99 cass, £14.99 disk

Ah, the sound of leather on willow. The polite applause of the appreciative crowd. The hot sun in the blue sky. Sounds like a perfect afternoon at a cricket pitch, doesn't it? Well not this time, dudes. The willow has been replaced with an oddly shaped prime grade, precision manufactured, aluminium baseball bat.

RBI stands for "runs batted in" and is one of many confusing terms those blimmin' yanks use to throw us. Baseball is derived, of course, (although the Americans deny this fervently) from the old British game of Rounders...

The rules are simple, the pace hectic. The game draws huge crowds in the States and Domark intends to do the same thing here in old Blighty with its own version of the game.

The game starts with a comprehensive, but extraordinarily confusing, options screen. Once you have chosen your control method, opponents and players, you finally move onto the game itself.

Or do you? Actually, you have to choose your control method again. This is a royal pain and it takes about five goes to realise why your pitcher won't move.

The pitcher is on the fielding team and throws the ball at a batter directly in front of him. Pitching is simple; press the button followed immediately by a direction to decide how much spin to put on the ball. This will make the ball travel faster or slower, depending on how you wish to fool the batter.

If the batter connects, the screen view changes, showing the fielders as they slowly bimble around the field trying to catch the ball. They do move very sluggishly, and it is nearly impossible to catch a well-struck ball.

If you pitch well enough, the batter will miss three times. When



● Up to bat at last. Your pitching was a bit dodgy, so now's your chance to prove yourself. How many runs can you bat in?

this happens he is out. Get three batters out and you swap over – your team goes in to bat. Batting itself is incredibly easy. Timing your swing as the ball approaches (slowly) couldn't be simpler.

When you do hit the ball, your batter automatically runs to the first base (three o'clock on the baseball 'diamond'). The next batter comes up to bat and it's more of the same.

The first batter back to home base scores a run. This is the only way to score in the game of


● The fielders go nuts! A superb swing has sent the ball rocketing into the far end of the outfield. Only speed and hand-eye co-ordination can save the day here.

baseball – and it takes some doing in real life.

Not in this version, though. Because batting is so ridiculously easy, the game becomes very one-sided. Usually, no matter how skilled you are at the game, the first team called up to bat will win.

The graphics are at times appalling – very chunky and incredibly confused. The sound is OK, but hardly makes up for the tragic presentation of this title. It all gets very boring and extremely repetitive and with few saving graces, this has to be one of the worst sports games ever on the Amstrad.


● Oh dear, it's a home run for the other team. Your player bimbles aimlessly around, trying to catch the ball before the other side all get home.


● A closeup of the batter reveals his deepest, darkest secret... he's a political refugee from Legoland. Chunky sprite city!

This is one of those times you'll wish they'd done a Spectrum port.

Frank

FIRST DAY TARGET SCORE

Beat the first two teams

RBI VERDICT

GRAPHICS............ 52%
Some nice touches, like scrolling windows, but awfully chunky and cluttered.

SONICS................ 87%
Very good tunes, but some iffy in-game FX

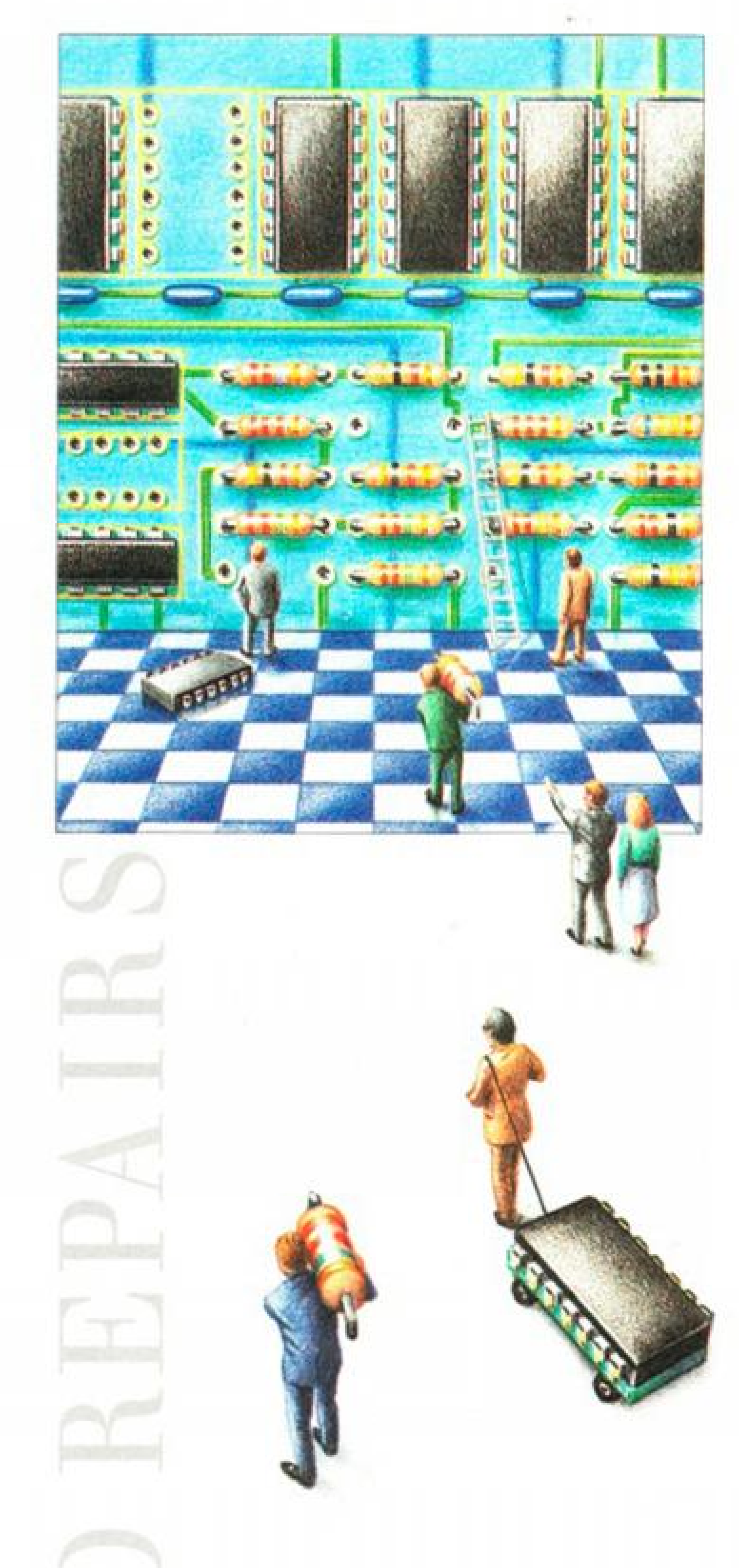
GRAB FACTOR....... 66%
Once past the stupidly awkward options screen, it's easy to get into.

STAYING POWER... 45%
You'll soon learn to hate this game, it really is that aggravating

RATING 50%

A good idea and a promising licence, spoiled by poor implementation

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BUDGET BONANZA

It's time for another crop of budget games, and there's some real goodies this week – not least from Codemasters, with two more of its ultra spectacular value *Quattro* packs. Best budget game of the month, however, was *Scooby Doo and Scrappy Doo* – a game to give most full-pricers a run for their money!

ANARCHY Rack It ■ £2.99

A simple but good little puzzle game.

72% VERDICT

Anarchy is a very odd hybrid of arcade, strategy and puzzle game. The only thing you can really compare it to is the Japanese hit Soko Ban, or perhaps last month's covertape game Balldozer. Instead of pushing balls, though, you have to shoot sections of maze.

Shooting blocks

The blocks are reasonably easy to shoot, but you are hampered by the various goons floating around the joint. Once you have destroyed all the destructible bricks, a token appears, which you collect to move onto the next level.

This sounds very easy, but once you destroy the last brick, your ability to fire is lost and you have to find the token with no weapons. The baddies can be shot, but are only immobilised temporarily. A few brief seconds and they're on your case again.

Puzzling fun

Choosing which blocks to shoot and in which order is your main concern and it all adds up to a superb little puzzle game. *Tetris* it ain't, but if you're after a few hours of fun, then *Anarchy* could be just the ticket.

IMPOSSAMOLE Gremlin ■ £3.99

Monty Mole was reclining on the beach one day, drinking cocktails and relaxing in the midday sun. Suddenly, he was teleported aboard an alien spacecraft and transformed into *Impossamole*, a super-duper version of his former self.

Don't you just hate it when that happens? Monty reacts to his kidnapping with great ease, adjusting to the situation very well. The aliens reveal to Monty that they want him to save them from five guardians of doom.

Platform fun

OK, says Monty and heads off on a big adventure. The game style is very similar to the original *Monty Mole* games, only this time it scrolls. Monty must make his way across platform-filled landscapes, collecting power-ups and assorted goodies.

There are five areas to explore, each with a distinct graphical style. The platform action is fun and Monty can dispatch the bad guys as he goes. The extra weapons add something to the game and it's difficult enough to cause a little frustration.



76% VERDICT

Good platform fun, but annoying multiload and frustrating when you die.

Multiload niggles

The graphics are lovely, very colourful and detailed, with more than a hint of style. Sadly, niggles such as a painful multi-load and no Continue option spoil things a little.

We reviewed *Impossamile* back in*AA58* and at this price it probably desrves a higher rating. A decent arcade adventure and a worthy purchase.

PASSING SHOT Encore ■ £2.99

You cannot be serious! No aliens, no crazed Viet Cong troops, no high-powered vehicles... just tennis balls! That harmless and very English of sports takes to the screen once more.

Tennis, if you didn't already know, involves hitting a ball back and forth across a net. In this version you do much the same thing. The action is viewed from behind the player who is serving. This view changes to a scrolling overhead view when the ball has been hit.

One or two players

You can play against the computer or with a friend. The latter is recommended and is a lot more fun. The computer has several levels of skill, ranging from complete doofus to incredible, uncannily accurate tennis master (third dan).

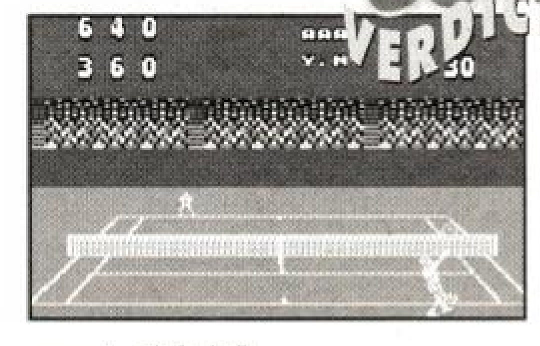
Graphics and sound

The graphics are nice, although they do suffer from Spectrumitis. Sound is a little limited, but there is a very nice boop noise when a racquet connects with the ball.

The game is wonderfully playable and very well presented. In one-player mode there's enough to keep even ardent haters of the sport happy, but in the two-player mode the game really starts to shine.

The graphics aren't great, but otherwise it's a highly playable one or two-player sports sim.

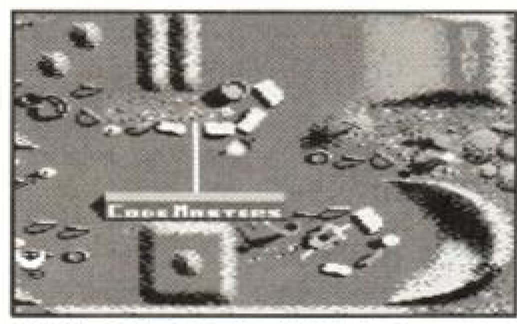
86% VERDICT



QUATTRO RACERS
Codemasters ■ £3.99

If you like speed, then this is the compilation for you. Three vehicles to choose from and four distinctly different styles of play. The list looks something like this...

● BMX 2 Simulator



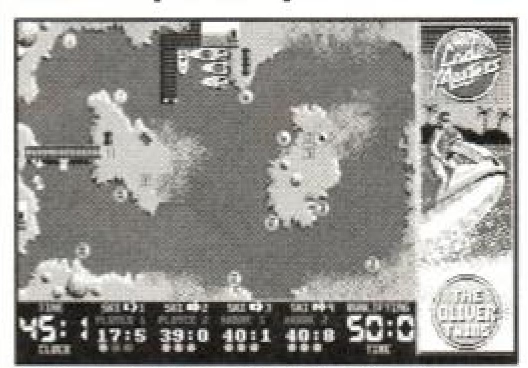
● *BMX 2 Simulator* is a bit tricky to master, but once you do it's brilliant.

Another Codemasters 'simulation', this time of that '80s phenomenon, BMX. The action is viewed from overhead. You race in a group of up to four players, tearing round a dirt track on your BMX bikes – you control your racer by rotating his or her bike left and right, pedalling to speed up.

Be careful not to go too fast, because a spill from your bike could mean the end of your racing career. Use the bends and ramps to your advantage and try to grasp the physics of the bike.

Once mastered, the game is a joy to play, especially in the multi-player mode. The graphics are more than adequate and the sound is really rather good. Very playable on its own but very special indeed as part of a compilation.

● Championship Jet Ski



● *Championship Jet Ski* is just like *Super Sprint* on water.

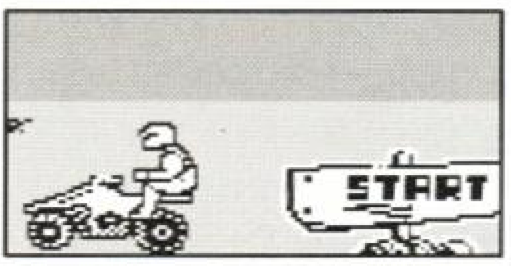
Quite similar to *BMX 2* this one, but it really has more in common with the Atari arcade game *Super Sprint*. You guide a tiny jet-ski around a watery maze. Your aquatic pranks are limited by obstacles such as jetties and large ships. These obstacles form a kind of track.

The water has strange effects on the handling of the craft and this takes quite some getting used to. It's entirely possible to slide around a corner at extreme speed, come out at the other side unscathed and overtake the opposition.

The graphics are a little too practical to be attractive and the tiny sprites are at times confusing. Green screen users can just forget it.

The sound effects are sparse but well implemented and the game plays like a dream. Easily the most fun on the compilation.

● ATV Simulator



● The graphics and sound in *ATV Simulator* aren't up to much, but it's still fun.

ATV stands for All Terrain Vehicle and that is just exactly what you drive in this game. It looks very similar to an old Mastertronic title *Kickstart* and plays in much the same way.

You drive the four-wheeled buggy over a scrolling landscape of ramps, walls fences and other obstacles. The buggy can be made to speed up, wheelie or even jump.

The obstacles must be tackled in various ways. Wheelie over the ramps and hop stones to avoid disaster. Even coming off walls is tricky – you have to land at just the right angle to make a safe descent.

If you do come off the buggy, you have to run back to it as quickly as possible in order to beat the strict time limit. The main problem with the game is the difficulty level.

The graphics are a bit sad, but do the job well enough. Sound is frankly rotten, but there is some fun to be had bumping over the track. Even with these problems, it's still a decent little game and well worth a few goes.

● BMX Freestyle

Oh dear. There had to be one turkey on the pack and here it is. Returning to the tired old format of riding BMX bikes (no one has them any more, it's all mountain bikes).

This time showing off is the order of the day. Ride around on a little BMX performing all manner of stunts in a variety of settings. These tricks include wheelies, jumps, half pipe tricks and slow racing??!!?

Performing wheelies is easy and very dull. Just ride along with your wheel up. Ramp-jumping is a bit more exciting but still poor. Track and field style waggling to build up speed, with a simple press of the button required to jump over your suitably amazed friends.

The half pipe is the most entertaining event. You ride up and down in a U-shaped bowl. Thrilling. Slow racing is just as frenetic as it sounds, slow joystick waggling involved here and very exciting it is too. Ho hum.

The graphics are OK, but the control method is stupidly cumbersome and the overall effect is a mind-numbingly tedious game.

Four games at this price represent Incredible value – especially these (even with *BMX Freestyle* !).

78% VERDICT



SCOOPY D SCRAPPY I
Hi Tec ■ £3.99

Cor, those were the days. The Mystery Mobile, Fred and Wilma, Scooby Doo and not forgetting Shaggy. The incredible cartoon antics of Scooby Doo and his friends have kept us all in stitches for many years now, as they fight crime and catch spooks (usually fake spooks, too).

Scooby and Shaggy have both got themselves into a bit of trouble. It's up to Scrappy, Scooby's nephew, to rescue them from the fiendish ghoulies.

Scrappy gets tough

Scrappy is no ordinary dog. Scrappy is as hard as nails. Unlike his cowardly uncle, Scrappy will have



● Scrappy Doo is a lot tougher than lily-livered uncle. Just as well, with all the nasties you meet.

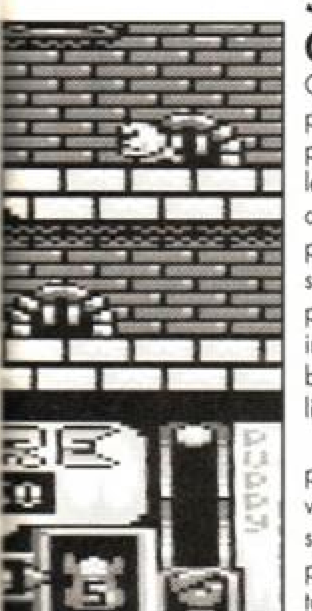
a go with even the most dangerous of foes. Scrappy is happily unaware of the truth about his uncle and will do anything to rescue his role-model. And so, he puts his boxing gloves and sets off for the spookiest, darkest corners of the town.



DOO AND DOO

Scary stuff!

You guide the little Scrappy sprite along a maze of platforms, bashing ghosts as you go. The scrolling is very smooth and adds to the game no end. The colourful backgrounds contain many surprises, including poisonous flowers and man, or rather dog-eating venus fly-traps.



Spooks and Ghouls...

Ghosts, zombies and vampires all stalk you as you progress through each level. Some will take only one small punch to dispatch, while others take a super punch. The super punch is activated by holding the Fire button until a bar reaches its peak, much like *R-Type*.

The platform puzzles are intricate and very tricky. You can use springboards and elevator platforms to your advantage, but watch out for disappearing floors. Hidden features and bonuses are everywhere, so punch around and see what you can find.

An incredible bargain, with lush graphics, excellent sound and supreme playability. This is a title which would make most full-price games look a little lame, and you absolutely must go out and buy it right now!



An excellent scrolling platform game with loads of puzzles, oodles of playability and great graphics.

QUATTRO FIREPOWER

Codemasters ■ £3.99

There are four arcadey blasters and much mayhem for your money in this compilation of shoot-em-ups...

● 3D Starfighter



● *3D Starfighter* has nice graphics, but there isn't too much by way of gameplay.

Anyone remember *Star Raiders* on the Atari VCS? A truly ground-breaking game involving a flight into space and a great deal of xenophobic murder without much in the way of a real objective.

Strangely enough, this game follows in much the same mould. The action is dead simple; basically, kill everything you see until you achieve enough free space to reach light speed. You have a shield at your disposal, but it does have a limited power factor so use it sparingly.

The graphics are OK – the scrolling starfield is particularly nice. The sound is limited to bog-standard bleeps and zap noises. The gameplay is iffy. The docking sequence with your mothership adds variety, but otherwise it could quickly get dull.

● MIG 29 Soviet Fighter

Sub-standard *After Burner* clone. A 3D shoot-em-up with lots of enemy fighters to take out.

The landscape rushes under your plane at high speed and enemy aircraft head towards you at a similar pace. You are initially equipped with a formidable machine gun, but extra ammo and different weapons can be picked up along the way. These goodies come in the form of gently falling parachutes. One of the weapons is a bit dubious – a nuclear bomb which has just the effect you'd imagine...

The bad guys are basically stupid and will fly straight into your cannon fire at the slightest opportunity. The really tricky guys are the tanks. You can't shoot them, but they can shoot you.

The graphics are for the most part OK, but the poor sprite zoom on crashing should have been left out. The screen is too jerky and cluttered and the overall effect is confusing. Sound is as violent as the game and adds greatly to the fun. Unfortunately, there isn't much fun to begin with.

● Operation Gunship

Now this is nice. An 8-way scrolling shoot-em-up in the mould of *Time Pilot* or *Thunderforce*. Having said that, the game borrows a few features from gnarly old Broderbund title *Choplifter*.

The object of the game is to fly around a war-torn landscape, rescuing hostages as you go. Once you have eight hostages on board you can return to the landing sight and deliver them into the safe hands of the authorities.

A little cursor floats in front of your helicopter: this is an indication of where your bombs will



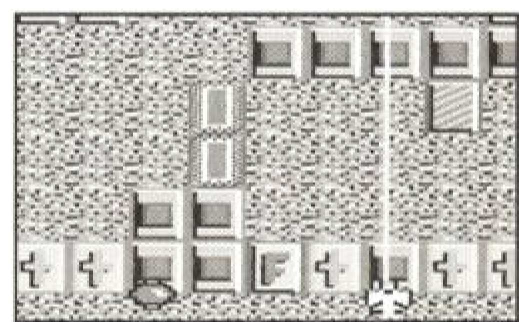
● *Operation Gunship* is a hostage-rescuing shoot-em-up – the best game in the pack.

land. Bullets are fine for wasting airborne goons, but ships and ground installations must be bombed.

The graphics are very colourful and detailed and the sound effects and music suit the game to a tee. All this tarty stuff would be ok in itself, but the game too is very impressive. Supremely playable, with lots to see and do.

● Terra Cognita

This game is seriously ancient – one of the first vertical scrollers to appear on the 8-bit machines. It tries in some ways to mimic old arcade classics like *Star Force* and *Slap Fight*, but has a slightly more strategic touch to it.



● *Terra Cognita* is OK, but the puzzle element can be frustrating.

The ship you control can move in any direction and fires a long, straight laser beam. Passing beneath you as you fly are various types of tile. Each tile has a different property. Some will destroy you on impact, while others may present bonus features or power-ups. The tiles you really want to avoid are time-warp tiles. These have the distressing habit of sending you back to the beginning of a stage.

The tiles form at times maze-like sections and it is possible to fly up a dead end. This is very annoying and it means that levels have to be mapped.

The graphics are fine and the scrolling smooth, but it doesn't hang together well. It was impressive in its time, but doesn't cut the mustard these days.

60% VERDICT

A pretty rotten bunch. *Operation Gunship* is the only game worth getting excited about

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The Balrog returns from his near Oscar-winning performance in *Orb Quest* to bring you yet another three pages of reviews, news and letters from the world of adventuring...



Orb Quest

£5 cassette, £7 disk ● Joan Pancott, WoW Software, 78 Radipole Lane, Weymouth, Dorset DT4 9RS

Three thousand years ago, the land of Mandoria was a peaceful happy place, but since that time it has declined into a evil state. You are Caldor Holford, of noble blood, and the last heir to the kingdom of Mandoria. It has been revealed to you that if you can seek the Great Orb of the Old Kings then you can destroy the evil Dark Lord.

Orb Quest is a four-part *Quill* game comprising of four different scenarios. In Part 1 you have to find your way out of the village of Mirekemp to Questor's pit. Part 2 has you battling through said pits. In part three you must escape from a dwarven fortress in which you have been imprisoned and the final part involves searching a hidden village for the orb.

Programmed by two brothers, Paul and Timothy Stitt (both Lords of Adventure), the game has mostly well thought out, logical puzzles, some very good graphics in places and atmospheric descriptions – it even has the Balrog making a star appearance in the dwarvish sewers of part three – all the ingredients to make a good adventure... except the parser is lousy.

"all the ingredients to make a good adventure... except the parser is lousy'

The best example of the poor parser is at the start of Part Two. You have to cross a chasm with a rope and there is a large rock on your side and a tree stump on the other. Obviously, you must make some sort of bridge by lassoing the tree stump and then tying the rope to the rock, but if you type TIE ROPE TO ROCK the program responds 'You're not serious'. THROW ROPE TO TREE STUMP gives 'Nothing would be gained by doing that' (misleading) and LASSO TREE STUMP gives 'Impossible!' (very misleading!). You must first MAKE LASSO, THROW LASSO (THROW LASSO TO TREE STUMP isn't accepted), DRAW LINE (to tighten



● Nice game, shame about the parser. The Mode 1 graphics are quite nice, though. *Orb Quest* is good, but sometimes difficult.

lasso – PULL ROPE or PULL LASSO isn't accepted), TIE END (to rock - again TIE ROPE is not accepted) and then CROSS CHASM.

This lack of user-friendliness pervades the whole program and made the game very frustrating to play at times.

Another example is that of a drainpipe in Part One which you must descend; the only input accepted as far as the Balg could see was SLIDE DOWN DRAINPIPE – the program didn't like the verbs SHIN and CLIMB.

A lot of thought, time and effort has been put into this game and it is a shame to see it falter due to its poor parser. If you're one of those adventurers who enjoy guessing the parser or enjoyed games with difficult parser (such as *Souls of Darkon*) you'll love it. If you're not, give it a try anyway – the Stitt's have put a lot of imagination into their world and the game can be still be enjoyable, if difficult.

ATMOSPHERE	65%
INTERACTION	33%
CHALLENGE	79%
OVERALL	**59%**

Eve of Shadows

Send £1 and a disk (Disc no: AMS 6) ● Adventure PD, 10 Overton Road, Abbey Wood, London SE2 9SD

The Balg tries to avoid giving full reviews to Public Domain games, firstly because there are so many that I haven't got space to review them all and secondly because

NEWS... NEWS... NEWS...

'New' Adventure Club started

Following the recent closure of the Adventurers Club Ltd, three of the original reviewing team have decided to form a partnership and start the Adventure & Strategy Club.

The club will continue in a similar style, quality and format as before, but will be under entirely new management, with no obligations to its predecessor. It will continue to produce the *Reference Book of Adventure*, built up from bi-monthly packs of new and updated material, and covering a wide range of subjects and games. Members will also have free access to the club's helpline, by mail or telephone.

The first issue will be published in September and the Balg will give a full review then. For more information contact:

The Adventure & Strategy Club
17 Sheridan Road
London E12 6QT
(081 470 85632)

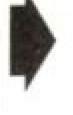
Hermitage revamped

Recreation Re-creation, together with Tony Collins, has completely rewritten, using the *PAW*, one of Tony's best games and rereleased it. (A lot of re-'s there!) The new *Hermitage* boasts 132 locations and will be 6128 disk-only. It concerns 'Ambrose the monk and his questing' – look out for a review soon. Price is £4.50. For more details write to:

Recreationg Recreation
39 Gargle Hill,
Thorpe St Andrew,
Norwich,
Norfolk NR7 OXX.

Bogus PD?

Its come to my attention that JPD, the PD library run by Justin Bonniface and mentioned in issue 67 of Balrog , is not returning tapes or replying to mail. Please avoid JPD until some explanation is found. I hope Justin hasn't been naughty otherwise the Balg would be forced to eat him!



the quality is usually low compared to home-brew and commercial releases. However, every now and then a game worthy of review is writ; ten, and that game is *Eve of Shadows*.

The storyline is short and unoriginal. You are Tanis, the prince of the realm, and you awake to find the kingdom in chaos and your father, the King, taken captive. It is your job to travel the lands in search of your father.

When the Balg first heard of the game and was told it was written in BASIC I automatically presumed it would be awful. It seemed near impossible to write a good game using BASIC – BASIC adventures as a rule are even worse than their *GAC* counterparts! (*Castle of the Skull Lord* is a prime example of an awful BASIC adventure) This month, however, both *Al-Strad* and *Eve of Shadows* are BASIC games AND are of high quality. So the Balg has changed his mind... *slightly*!

"every now and then a public domain] game worthy of review is written, and that game is *Eve of Shadows*"

However, *Eve of Shadows* isn't your average BASIC game. It is disk only and, like Infocom and Topologika games, reads the text and graphics off the disk, leaving the computer's memory free for the actual code. This method means you can write adventures much bigger and better than could usually be held in the computer's memory.

Rob Buckley, the author of the game, also wrote *Smart Art*, which appeared on an old *AA* covertape, and you can tell by looking at the graphics in the game that he's certainly no novice at computer art – the graphics are crisp and colourful and match the location descrip-





Tanis is on a beach which leads into a large rolling sea.Waves crash upon the shoreline.Many tall trees stand beyond the edge of the beach. Around is seen a silver coin,a red herring.
get coin
Tanis takes the silver coin.

● The excellent graphics in *Eve of Shadows* are loaded from disk. And it's written in BASIC! Good, but flawed.

tions well. The graphics and voluptuous text descriptions mean that the game looks professional. The screen layout is similar to *Lord of the Rings* – in the game you can BECOME either Tanis or his best-friend Calardyr (a wizard of sorts). And the characters who are in a location have their faces drawn on the left hand side of the screen.

How does it play, though? Well, once the Balg had got over initial problems (the ROM box interfered with the program and so had to be disconnected) and got into the game proper I found it was a good adventure as well as technically innovative. There are quite a few locations, and although not a graphic for each one, there are still many pretty pictures. The puzzles are nearly all logical and well thought out (except one involving the horse-shoe) and there are your usual adventure hazards, including mazes, dragons and trolls guarding bridges.

However, there are some minus points - the game has obviously not been playtested and every now and then you'll spot a grammatical mistake or spelling error. There are also bugs in the game. Most are minor and will not affect the play. The only serious bug concerned the troll – you must give him the bronze coin as well as the gold coin otherwise you cannot cross the bridge properly. The other major bug occurs after saving a game – after the save is complete the game goes a little haywire and all the location connections get confusing!

Overall, a great game which is well worth getting. I'm looking forward to seeing Rob's next game soon.

ATMOSPHERE	68%
INTERACTION	69%
CHALLENGE	63%
OVERALL	81%

Al-Strad

£2.50 cassette, £4.50 disk ● Recreation Re-created, 39 Gargle Hill, Thorpe St Andrew, Norwich, Norfolk NR7 OXX

A*l-Strad* is the flagship of Mark Eltringham's new company, Recreation Re-created. Originally released way back in 1985 and reviewed in *AA6*, *Al-Strad* has dated little and is still very impressive.

Al-Strad was written by Paul Gill using BASIC and is text-only. However, the character set has been redefined and the screen is well laid out into three separate windows – the upper one with location descriptions and the lower two containing typed input and score respectively.

Al-Strad is continuing the royalty theme of this month's reviews (are royal families in vogue all of a sudden?) This time a Princess, Sally Software, has been kidnapped from the land of Kilobyte and you decide to attempt to

Bards Tale Club *final episode*

Over the past year and a half the Balrog has been running a feature for one of the biggest and best games on the Amstrad – *The Bards Tale*. Now, all the knowledge gleaned from the many people who wrote in has been combined to provide THE complete playing guide:

Thanks to: Keir Ritchie, Will Shakespeare (?!), Adrian Forbes, Stuart Whyte, Steve Fox, Andrew Wright, Adrian Lewis, Simon Avery and everyone else who I've missed out!

THE COMPLETE SOLUTION

● You start in Skara Brae, go to all of the Inns and note down the name of the Inn and the menu... notice something unusual? Good – off to the wine cellars we go.

● The Wine Cellars are easy, from there you go onto the sewers. As you go along you should map completely all the levels and note down the various sayings you find on the walls – they all mean something. One of the messages states:

● '...Know this, that a man called ****** thought to many to be insane, had through wizardly powers proclaimed himself a God in Skara Brae a hundred years ago. His image is locked in stone until made whole again...'

● The '******' is the name of the Mad God – needed for when you enter the catacombs.

● Get the eye by killing the Witch King on the 3rd Level catacombs.

● Go to Harkyn's Castle, collect the silver square (level 2, 0,0 – you have to teleport to an adjacent location from 9 north, 10 east.). On the second level there are some things you need to know: Vampires are blood-sucking creatures of the night and Shields can be friendly. On the third level of the castle you will be asked about a tavern (you did write down the street names of the Inns as well, didn't you?). Remember the message on the wall about the crystal sword when fighting the crystal guardian. Then pay a visit to the Mad God (level 3, 1,21). The eye activates him and you must fight till the death. When you have killed him, you get teleported back to street level.

● The gate to Kylearn's Tower is now unlocked (DO NOT GO INTO ANY OTHER BUILDING ELSE IT WILL LOCK AGAIN!). Once in Kylearn's Tower (one step west and one step south), remember that the endless byway is 'Sinister' and the one of cold, foretold twofold is 'stone golem'. Get the silver triangle (20,2) and then go and meet Kylearn at (14,17). He will give you an onyx key.

● You will be teleported back to the starting stairs. Go down and save your party before going down to the sewers (level 3 16,17). Here you will find the stairs that lead up to Mangar's Tower. Make sure you have the Onyx Key, Silver Triangle and Silver Square before you take them.

● In Mangar's Tower you have to get the Silver Circle (Level 2, 15,4). Then get the master key (Level 3, 12,19). On the same level (Level 3 4,10) is a Magic Mouth that you must find and say "Lie With Passion and be forever damned." After each word press the ENTER key.

● Go up the secret stairs at (9,3) to the fourth level then up the portal at (0,0) to the fifth level. Make your way to the boiling pool at (10,21), dive in and keep going north until you reach Mangar and his "pals". One square north of Mangar is the spectre snare; collect this, and then teleport down and out.

● Well, that's the end of the Bard's Tale Club. I don't think much more can be said about the game!

The only sad part of the tale is that it won't be continued – so CPC owners will never be able to see parts II, III and IV... Still, part one was very enjoyable and well worth the wait.



BALROG'S POSTAGE

The Balg's postbag was bulging this month but I'm still hungry for more! If you have any comments concerning adventures, the Balrog column or the economic state of the world today (!) or any suggestions on how to improve the column, jot them down and send them to The Balrog at the usual address. Please do not write to the Balrog asking if he knows where to get such-and-such a game – I cannot print these requests and I won't be able to help.

Dun de Dun de Dun de de de (Theme from Fantasia)

I am thinking of starting a PD library called Fantasia, and would like some adventures for it. Whether I set up or not depends on the response to my letter. It will be a tape-only library and it will cost 45p per adventure tape. So please print my address so the readers of your ace section can write to me.

Michael Holland
30 Low Moorgate
Rillington
Malton
North Yorkshire YO17 8JW

Good luck Michael! If you get established, please send me some adventures for review and I'll plug your library.

Good adventure?

I've had my computer for a year now, and I'm looking for a good adventure (not too hard). I know that *Gnome Ranger* is good, but are there any cheaper games that would be good? Or should I start off with some 'home-brewed' games? (I have *GAC*, so I might be able to send in one of my own soon!)

Also do you do requests? If you do, I have an enemy called Dougal (yes, he is Scottish) who, if you are hungry would be more than happy to help you out, I'm sure!

David Saveryr

If you've never played an adventure before, then the Level 9 games are a good place to start – most of them have full instructions for beginners and so they will introduce you to the world of adventure. They are expensive, but are worth it. However, if you want to try some very cheap adventures, send a disk and a couple of pounds to: ***Debby Howard, 10 Overton Road, Abbey Wood, London SE2 9SD.***

I recommend asking for CPM1 (Island & Base) and AMS1 (Can I Cheat Death?, Doomlords, Roog, Spacy & Welladay) which should fill both sides of your disk.

As to your request concerning Dougal – no trouble! I'll come round tomorrow and eat him for you. (He'd better be tasty!)

Praise for column...

To begin with I'd just like to tell you how good your column is (*honestly I didn't bribe him! – Balg*). And Rod, if you're reading this, why not give the Balrog another page, 'cause I love it.

Anyhow, firstly I have a complaint to make: a complaint about all those arcade players with their consoles and PC Engines. I wish they would stop making fun of me for playing adventures. Adventures consist of more than going east, south, waving wands and killing monsters.

While I'm in the spotlight, I might as well make the most of it and say a big thank you to Joan (Hi Joan!), Jay (THANKS Jay) and Steve.

Amir Mansour

First, thanks very much for the praise – are you sure no-one's paying you to say it!? As to arcade players making fun of adventure players, they only do it because they're jealous. They may have lightning-fast reactions, but playing the latest shoot-em-up hardly exercises your brain much! Adventurers are usually far more mature and clever when compared to arcade players. And if that doesn't work, give me these people's names and I'll come round and eat them!

HELP!

Peter Seifert from Germany is stuck in two games:

- In *Rebel Planet* he can't find the Rebels' headquarters in the sewers of the first city
- In *Seas of Blood* he can't find the location of the jungle-temple.

rescue her.

Input is basic, just one or two-word sentences, but it is sufficient for the game. The real beauty of the game is its humour and also its puzzles. The puzzles are so logical and well thought out that the game is very enjoyable to play. Even if you get stuck, the game has a superb help system to aid you. The humour in places is a bit dated – references are made to Addictive and Mastertronic – but other parts are still funny today.

"*Al-Strad* has dated little and is still very impressive"



● *Al-strad* is a text-only oldie currently being re-released. It's goodie, too.

What really makes a game good, however, are those little touches which add so much to the atmosphere. *Al-Strad* has many of these, the best one being when you get very drunk by the river and all the location descriptions change to that read by someone in an alcohol-induced state.

Some spelling mistakes lurk in the game (enterance and suttle!) but they cannot take away the charm of *Al-Strad*. An amusing game which is well worth buying. **AA**

ATMOSPHERE	**67%**
INTERACTION	**50%**
CHALLENGE	**58%**
OVERALL	**69%**

Magnetic Moon – *Preview*

£6 disk ● 6128 & PCW only ● FSF Adventures, 40 Harvey Gardens, Charlton, London SE7 8AJ

Most Amstrad owners won't have heard of Fantasy & Science Fiction (FSF) Adventures before, it only produced games for Spectrum... Until now. Larry Horsfield, the owner and author of FSF adventures, has taken the plunge and bought himself a 6128. Larry tells me he plans to convert all three of his games – and boy!, are you Balgers in for a treat!

Magnetic Moon is a three-part *PAWed* game. That means 157K of pure compressed text – no naff graphics to eat up the memory here, you know. You play the part of Sub-Lieutenant Mike Erlin, assistant Astro-navigation officer on board the Survey Spaceship "Stellar Queen". While in the region of the star Schedir, all contact is lost with your scoutship. On arriving at the last known position of the scoutship, the "Stellar Queen" is nearly wrecked as a tractor beam drags it down onto the surface of the moon of an earth-like planet.

Fortunately, the ship sustains little damage, but the ship's sensors show that a powerful magnetic field is preventing the "Stellar Queen" from taking off. The source of this magnetic field is found to be a huge underground installation generating vast amounts of energy.

You volunteer to join the search party, but your Captain says you must stay on board to help with repair work. You, of course, have other ideas, and you decide to jump ship to search for the installation by yourself...

See next months issue for a review!

Contacting the Balg

The Balg is desperate for new contributions to the *Cluepot* and *Just for Laughs* sections. To get in contact with him, write to: **The Balrog, Amstrad Action, Future Publishing Ltd, Beauford Court, 30 Monmouth Street, Bath, AVON BA1 2AP** or **balrog@uk.ac.ed.cs.tardis** if you have E-mail.

SOFTWARE CITY

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GAUNTLET 3

US GOLD ■ £11.99 cass, £15.99 disk

RAVE!

● Yo! There's the exit to the upper levels. It's quite easy to get lost down here in the dungeons, but there's lots to kill while you're there. Watch out for invisible wizards, though.

Isometric 3D explore-em-ups went out with the ark. But now they're back, with US Gold's latest version of *Gauntlet*, the coin-op classic that rocked the world. Can US Gold pull it off...?

So what is *Gauntlet 3*? Basically, it's more of the same. Choose from a selection of eight heroes, each with different strengths and weaknesses. The selection includes the four heroes from the first game, a warrior, a valkyrie, a wizard and an elf.

SECOND OPINION

"The Spectrum graphics put you off a bit, and it can be a bit tricky to see what's going on. Get used to that, though, and you're in for a treat. It's a huge game, and a challenging one."
Rod Lawton

Also included in the line-up are Rockman, Lizardman, Iceman and Merman.

All of the dudes behave in much the same way. Some have faster shots and some have better magic, but there are no stunning differences between them. These eight warriors must save their world from a dark being from another dimension.

You appear in a very mysterious and totally spooky lanscape, which scrolls in eight directions. Inhabiting this landscape are the bad guys you have to destroy. The screen is viewed from an isometric perspective, unlike the first two games, which are both viewed from above.

The object of the game is to collect as much treasure and kill as many bad guys as you can. This may sound simple, but the evil creatures appear in large numbers from generators dotted around the landscape. It's a good idea to destroy the generators as you go, reducing the number of critters on screen.

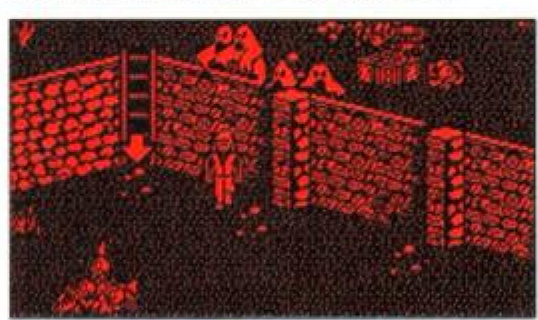
Your energy ticks away slowly, but can be replenished by collecting food and wine. Some food is poisoned, so look before you eat. Also lying around are magical potions, which can be used as a kind of mystical smart bomb when things get tough.

The graphics are ported from a Spectrum, but fortunately the Speccy original was brilliantly designed to begin with. The sound effects are superb throughout and really add to the atmosphere. It looks really good and the presentation, including a wonderful manual, is quite superb.

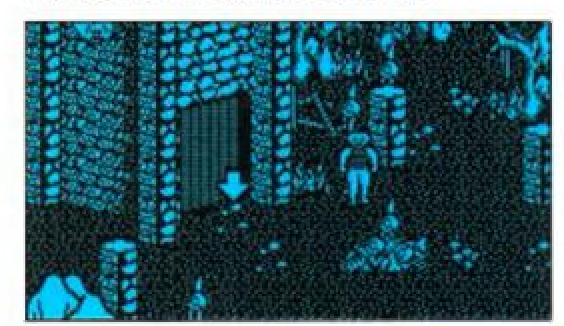
For a simple scrolling shoot-em-up, *Gauntlet 3* has a surprising depth of gameplay and once you start, you desperately want to see what comes next. US Gold has retained the gameplay of the first two and tarted up the options and the appearance of the game. It really is quite superb.

Frank

● Those ghosts on the other side of the wall don't look happy at all. Still, that's where the exit is so you'll have to visit them soon.



● Playing the lizardman has its advantages, but he is slow. Still, his firepower is fairly impressive for a skinny green dude.



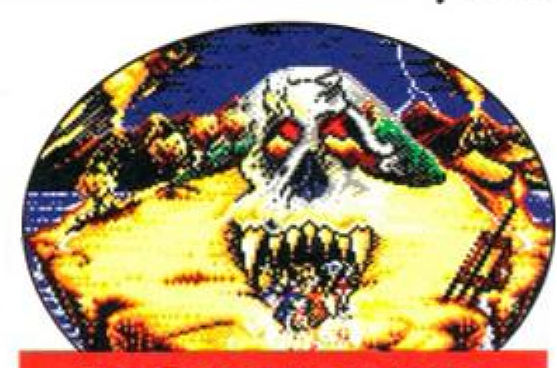
THE GAUNTLET SAGA

Gauntlet was a groundbreaking coin-op from Atari which swept the world. The original arcade game was contained in a huge cabinet and allowed up to four players to play at once.

This gave enormous scope for competitive or team-orientated strategies. It used the classic scenario of *Dungeons and Dragons*, with huge playing areas infested with ghosts, ghouls, orcs and wizards.

The game still looks as good in the arcades as it ever did and spawned home computer versions across virtually every format. The sequel, *Gauntlet 2*, had identical gameplay, a mixture of frenetic shoot-em-up with a hint of exploration. This too made it onto home micros and very successfully at that.

However, Atari Coin-ops changed its name in a confused marketing move and sold the rights to the name *Gauntlet* to US Gold. *Gauntlet 3* never appeared in any arcade and probably never will.



FIRST DAY TARGET SCORE

Escape from the Tree Kingdom



VERDICT

GRAPHICS............ 78%
Spectrumitis at its best, with wonderful scrolling and detail.

SONICS................ 88%
Some of the best spot effects ever on the Amstrad

GRAB FACTOR....... 86%
Easy to get into but oh so hard to put down

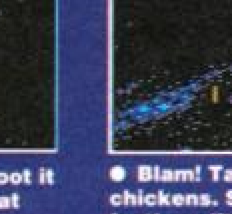
STAYING POWER... 88%
Lots to do and kill in single or two-player mode

RATING 85%

A brilliant blast but with an added hint of adventure...



● This thing here is the Megapheonix. Shoot it in the beak to end its evil plans. Quite what these plans are is a bit of a mystery.





● Blam! Take that you hideous, twisted space chickens. Splat, you winged one of the feathery little suckers.



● If you shoot this baby, you will be rewarded with a massive increase in firepower. Very useful for taking out big formations.

MEGAPHOENIX

DINAMIC ■ £9.95 cass, £14.95 disk

Gosh! The galaxy has been infested with great big fluffy birds, flying eggs and giant motherships, space chickens and cosmic starlings! What could be worse?

Who is brave enough to fly a poor, harmless little plutonium death bomber against the fiendish evil of the twisted star sparrows?

You can! Even though you quiver at the mere thought of fighting robins and budgies, you strap on your special space fighter boots and head for the nearest weapons shop.

You kit out your ship with the biggest, juiciest, most unnecessarily dangerous photon cannon you can find and head for the most dangerous corner of the universe.

Birds may not sound like the most horrifying of foes, but these ones are armed. They also have the distressing habit of dive-bombing, kamikaze-style, onto your unsuspecting bonce. A couple of you older readers may be getting a sense of deja-vu about now and with good reason.

SECOND OPINION

"Megaphoenix is based on the archaic arcade machine Phoenix, itself not exactly bursting with gameplay. Megaphoenix offers little in the name of originality. What a pile of bird doos!" Adam Waring

Uncannily similar to the ancient coin-op Pheonix, The game runs in much the same style as *Galaxians*, only with a little more variety. The game involves you controlling a fat little spaceship, confined to the bottom of the screen. You can move left and right, but not up or down.

Birds swoop down from their formations, occasionally firing lasers. Some formations start off as eggs, which split to reveal fairly hefty birds. These have wings which can be shot, but to destroy them you have to hit dead centre. The wings regenerate quickly and make them difficult targets.

Shooting the eggs is the best bet, annihilate them before they are born. This may sound a bit harsh, but it's the only way to deal with our fine feathered fiends.



● This is the Pheonix nothership and very dangerous it is too. Shoot the blue middle section to clear a path to its tender bits.

So you destroy a wave of birds with your big laser. That's how hard you are, but are you ready for the biggest, nastiest chicken you have ever seen in a video game? The Megaphoenix?

This massive space horror swoops and drops its own eggs on you. These split when they hit the 'ground', so watch out for flying fragments. Destroy it by shooting it right on the nose (or rather the beak).

When you have totalled the big goon, it will drop a power-up capsule. This should turn your laser into a fat nuclear accelerator. Just the job for toasting little fluffy duckies. You'll need it though, because the next section is quite tricky.

Oh dear. You do all that. Now you have to do it all again. When you destroy the Megaphoenix again, your firepower increases, with double lasers this time.

Megaphoenix becomes very easy indeed and very quickly. Even if you are completely duff, the game is deathly dull and completely repetitive. Nice graphics, dire game.

Frank

FIRST DAY TARGET SCORE

Reach level five



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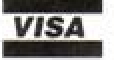
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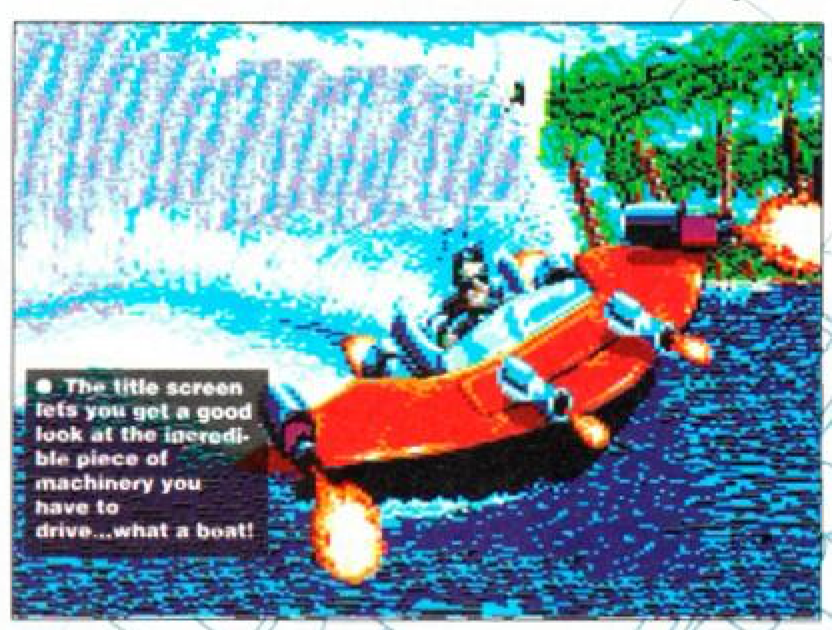



Prop. K. Fairhurst



HYDRA

DOMARK ■ £10.99 cass, £16.99 disk



● The title screen lets you get a good look at the incredible piece of machinery you have to drive...what a boat!

Domark's deal with coin-op manufacturer Tengen has reaped many rewards in the past, with some outstanding arcade conversions already queueing for a place in the annals of gaming history. This time the conversion is of the aquatic racing simulation, *Hydra*.

'Simulation' is correct up to a point, but the vehicle you control in *Hydra* is entirely fictitious. It's a jet-powered super gunboat, equipped with all manner of death-dealing weaponry and a booster unit which provides a quite astonishing turn of speed.

The object of the game is to take a piece of cargo, usually some top secret device or document, to its allocated destination. (Being something of a mercenary, you don't really care what you carry on your boat, just as long as they pay you when you get there.)

The game itself looks uncannily similar to most racing games, only instead of a road, you race down a river. In your way are all manner of objects, usually dangerous bits of flotsam and jetsam, logs, barrels and the like.

You can weave in and out of these obstacles with ease, but submarines and armed boats also hamper your progress. Just as well, then, that you are armed to the teeth with all kinds of brutal weapons. You can shoot just about everything and you'll probably need to.

Aside from the obvious danger of crashing or getting shot, you also have to watch your fuel guage. If this little indicator reaches zero, then it's history, dudes. Luckily for you, some benevolent force has left tons of spare fuel floating in the river; all you have to do is drive over the stuff.

As you play, you'll notice balloons floating in the sky. These contain bonus points and can be picked up by pressing the boost key (the spacebar), causing your boat to act like a jet aircraft. You can then fly around the screen, picking up bonus points and generally avoiding danger on the ground. Weird.

When you reach the end of a stage, you'll enter a tunnel. The tunnel ends with a glowing wall: drive through this to complete a stage. As long as you don't crash on the way, you should deliver your cargo safely. Then it's on to the bonus level.

No baddies here, just bonus points. Collect as many balloons as you can and then enter the weapons shop. This contains stuff like nuclear bombs, Uzi 9mms and hefty laser weapons. Buy what you can and then it's more of the same.

SECOND OPINION

"To be perfectly honest, I thought Hydra was really grim. The graphics are stiff, blocky and confusing and the game itself plays badly. You can keep it as far as I'm concerned!'

Rod

●Messing about on the water on the Gulf of Mexico. Youv'e dropped your cargo and some catching up is required-put your foot down.



●This is the bonus section, no racing or blasting required, just collect as many bonus balloons as you can in the time limit given.



●This is you. You need a shave, you look terrible, you have a beer belly and the free world is relying on you to reach your destination.

The graphics look initially confusing, but are quite easy to get used to. The sprites are OK and the whole thing looks nice and colourful. The music is a bit poor, but you can always hit the volume knob.

One problem is when the booster is activated, you just don't look like your'e flying. The baloons simply float down and your wake spray stops. It looks crap to say the least.

The main problem is with the gameplay and this criticism applies to the arcade original too. What you have is a very basic racer with a hint of variety. It's a decent conversion, but it's ultimately repetitive and unrewarding.

Frank

WEAPON SHOPPE
JOYSTICK TO SELECT
USE FIRE TO BUY
CASH: $0016000

FIRST DAY TARGET SCORE

Deliver the first three cargoes

HYDRA VERDICT

GRAPHICS............ 71%
Nice and colourful, reasonably smooth but a little cluttered.

SONICS................ 51%
A bit poor on the old spot effects and the music is terrible.

GRAB FACTOR....... 70%
Initially quite appealing... a good blast with racing thrown in.

STAYING POWER... 56%
Not much to keep you coming back for more. A bit like *Roadblasters* on water.

RATING 60%

Not terrible, but it's a hybrid which doesn't quite work.



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● This is the main menu screen. From here, you can choose to play any of the six sub-games on the package.



● Telling time. This is an excellent little section. When asked what time the clock says, choose the right answer from the menu below.



● This simple arithmetic teacher asks the questions. The child answers by choosing numbers and plus/minus symbols in order.

Fun School 3

Fun School 3 is the latest incarnation of the best-selling educational series from Database. We looked at the under-fives pack in AA66. Now it's the turn of the fives-to-sevens pack. Frank O'Connor packs his satchel and goes to school...

£12.99 cassette, £16.99 disk ● Database Software

The *Fun School* series is something of a phenomenon. It started way back in the 80s with the ground-breaking *Fun School 1*. This evolved into the hugely successful *Fun School 2*, the package that turned educational software on its head. Here, at last was learning that could be – gasp! – *fun*.

The latest – and greatest – incarnation, *Fun School 3*, comes in three flavours. It's categorised into three age groups; under fives, five to seven and over seven. The tasks vary between the three packages, both in style and direction. This, the five to seven program is designed for the age where the child has just come to grasp the alphabet and is already competent at counting.

The package takes the form of a series of games, each with a particular educational benefit. Counting, reading and telling the time are included, as well as a couple of shape recognition games. Also included is a somewhat unusual circuit designer. You may think that a child of five or six would have trouble with this concept, but it's actually quite simple and vastly entertaining.

The program tries to achieve a perfect balance between education and fun, because after all, if the child doesn't enjoy the program, then they have no incentive to try hard.

● The Fun School series caters for three distinct age groups

The six games are chosen from a menu screen and most of them use the Space bar, Return key and cursor controls for movement. This simple control method means that the child can use the program on their own, or with a teacher or parent.

You can set skill levels according to your little darling's ability, and it's up to you to structure the way you use the program with the child. Below is a rundown of the games and their uses.

The verdict

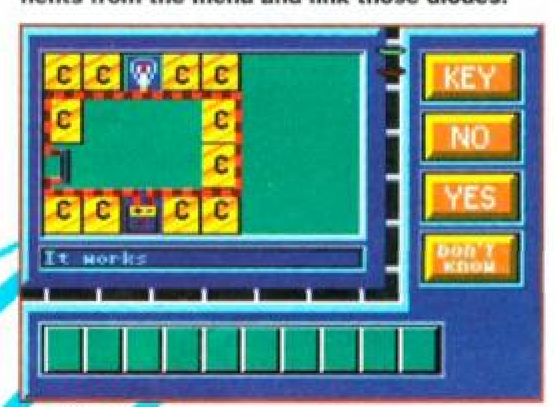
Fun School 3 is the definitive popular educational program. The balance of entertainment and education is perfect. The graphics used to portray the various games are wondeful. Very colourful, very well animated and containing a great deal of character.

The games are all great fun. The educational benefits are obvious and will reap rewards very quickly. There is so much to do and see in the program and the varying skill levels give the package a very long life.

Any reasonable child will be delighted with the program and sensible parents looking for the right package can't go wrong.

Fun School 3 is years ahead of the competition and makes other educational packages look rather limp. **AA**

● This is an original theme; design circuits with the help of a handy child. Pick components from the menu and link those diodes!



● This is a really fun game. Guide the hapless frog to the correct destination. A good excercise in reading and shape recognition.



GOOD NEWS

- The graphics, sound and presentation are all of a very high standard, while the educational value is unsurpassed.

BAD NEWS

- Erm...there is none, except for a slow-ish multi-load on cassette.

VERDICT 90%

NEW - 800K SOFTWARE - FREE

We are proud to announce MS800, the NEW STANDARD in 800k per disk software, and doubly proud to be giving it FREE with our 3.5" DUAL DRIVE. *It is no longer necessary to pay an extra £20 to £30 for additional 800k software:* Our new MS800 software is all you need to store up to 800K on each 3.5" disk.

FEATURES INCLUDE: select 360k, 400k or 2 x 180k per side; compatible with CPCs & CPC PLUSs. CPM, Multiface II, Stop Press, etc.; 64 or 128 directory entries; verify disk; disk copy; single and batch file copy; unlike *all* alternatives each disk initialises the computer for its own format without using up any storage space.

THE NEW STANDARD IN 800k STORAGE

Formatting up to 400k on each disk side needs a SIDE SWITCH to be fitted to the drive. Our drives already have one fitted but for £3 we can supply a kit and instructions to fit one to any double sided 80 track 3.5" or 5.25" drive.

3½" DUAL MODE DISK DRIVE £79.95

800K STORAGE PER DISK PLUS £3 CARRIAGE
FREE MS800 OR FREE MAXIDOS - YOU CHOOSE

Before you decide which 31/2" drive to buy, may we point out a few interesting things which you perhaps don't realise.

★ Our drives are supplied with free software that has genuine retail prices. If you are offered free software that "normally retails for...", ask where it is, or has been, normally retailed.

★ Our drives are fully Dual-Mode, operating as a normal B drive as well as an 800k megadrive, working with every available 800k per disk software. So far, no other drive has offered this feature.

★ Our drives are supplied with external power supplies. If, in years to come, the power supply dies, it can be replaced cheaply and easily by a standard unit from shops like Tandys and Maplins rather than having to undergo a costly and specialised repair.

★ When buying our drive you can choose to receive MS800, the new standard in 800k per disk software, absolutely free. So, for a total of £82.95, inc. p&p, you receive our Dual-Mode 31/2" drive and all the software you need for up to 800k storage per disk. Alternative 800k software costs between £20 and £30 *in addition to the cost of the drive.* Simple sums will show that our drives are at least £10 cheaper than any that might *seem* to be cheaper and they have the additional feature of being Dual-Mode.

Sounds good? It *is* good. Our drives are so good that all but one of the advertisers who sell CPC3½" drives sell ours. Compare the total prices, compare features (see below) and then decide.

Our drives are:- the **MOST RELIABLE** type available (TEAC); the **MOST COMPACT** drive of all (4" x 6.75" x 1"); the **BEST FREE SOFTWARE** (major utilities, Maxidos and Procopy, were £13.75 each, MS800 speaks for itself); **800K STORAGE PER DISK** (MS800, ROMDOS, RAMDOS or RODOS is needed for this); **UNIQUE SIDE SWITCH** allows the drive to be used as a STANDARD B DRIVE, formatting to 178k free on each side of the disk. Everything that an FD1 can do, our drive can do so you can choose to use the drive in either **NORMAL or 'BIG DISK' MODE.**

Ready to plug in and use. Please state 464, 664, 6128 or 6128 PLUS.

MAXIDOS (with free PROCOPY) £13.75

THE MOST COMPREHENSIVE & EFFECTIVE GENERAL DISK UTILITY AVAILABLE FOR THE CPC

Fully compatible with RAMDOS, ROMDOS, AMSDOS and CPM formats!
COPY files/disks; **VERIFY** disks; **RESURRECT** erased files; **FAST FORMAT** Amsdos/Ramdos/Romdos; **IDENTIFY** format; **CAT** files (inc. erased ones) optional status/address/length/etc; alter **USER AREAS**, make/unmake system or read only, **DISPLAY** or **PRINT** files...**AND MUCH MORE! BEST SECTOR EDITOR EVER** for the CPC. All standard editing facilities PLUS **FILE MAPPING** to screen or printer, auto step by step movement through a file, string and byte **SEARCH** through file/disk.**FILE ARCHIVER** backs up disks to tape: variable baud rates. **SPEED UP YOUR DISKS!** unique OPTIMISE re-arranges your 'crowded' disks, making them load **up to 50% faster.**

BONZO SUPER MEDDLER £13.75

now includes the BONZO HACKPACK - *free!* The most comprehensive tape to disk utility. Supplied on disk with a huge database of verified transfers. Produces stand-alone transfers.
"A real alternative to a Multiface" - Amstrad Action
"The best tape to disk transfer utility available" - WACCI

BONZO BLITZ..................................£13.75.

now includes BONZO'S DOODAH *and* 4 adventure games - *free!*
Tape to disk transfers. Deals with all forms of Speedlock. Works on all CPCs. Huge database of verified transfers.

BONZO's BIGBATCH.......................£10.00

Fast, flexible DATABASE, superb FOOTBALL POOLS PREDICTOR plus a user-friendly, memory saving SCREEN & SPRITE DESIGNER.

BONZO's FLASHPACK.....................£10.00

"The best all round BASIC extension program" WACCI. FLASH BASIC adds about 70 extremely useful RSXs to use in your BASIC programs but the resulting programs will run on any computer *without the presence of FLASH BASIC.* Includes a database and other excellent example programs.

To all those with a birthday this month
Happy birthday
To all the *LADIES* with a birthday this month
XXXXX (slurp)

FILE TRANSFERS - CPC TO/FROM PC'S, PCW'S AND OTHERS

2IN1 - £24.95

Moonstone's 2IN1, the Rolls-Royce of CPC/PC file transfer utilities, not only allows the transfer of files by copying to and reading from PC disks but it also allows the same data disk to be used in both machines. FORMAT, COPY, CAT, IDENTIFY FORMAT etc. PC disks on your CPC. Full range of utilities - fully menu driven. When compared to the rest AA said *"Quite simply, it knocks the competition into a cocked waste paper basket".*

MFU - £29.95

Transfers files easily to and from PC's, various CPM format machines (e.g. PCW), BBC's, Osborne and other computers. Its PC transfer is the basic 2IN1 program but without all the facilities. When MFU's PC transfer capability was compared with all the alternatives (except 2IN1), it was judged by AA to be *"head and shoulders above the rest".*

GENERAL

If you just want PC transfers then 2IN1 is by far the best. If you also need transfers to/from the other machines, then MFU is the one to have. Both programs run in CPM+, not in CPM 2.2.

6128 ROMS £24.95

includes fitting instructions

NEWS

You might have read in last month's AA that we were experiencing some difficulties with our delivery times and with people not beng able to get through to us on the phone. If you did, you will also have read that the problems have been solved. That is almost true as you will see but let me first report the cause of the difficulties.

It would have been better if AA had said what was happening at MicroStyle since we are all used to computer firms disappearing and reports of problems usually mean that a firm is likely to sink without trace. However, the problems that we have been experiencing since last November have been just the opposite. We have been selling far too much stuff for our setup to cope with and that is largely due to the popularity of our products. As a result our deliveries were getting further and further behind and our phone was permanently engaged with customers either making product enquiries, placing orders or asking about already placed orders. We were making plenty of money, but at the same time, we were testing the patience of many people. Many orders were being delivered quickly but many weren't.

To alleviate the problems we moved premises to gain the extra working space that we now have. This in itself took about two weeks and caused extra delays but it had to be done before things could improve. We also took on staff and left our advertisement out of last month's AA (that was to slow the orders down and give us a chance to catch up but it proved to be an unfortunate co-incidence in view of AA's report).

At the time of writing this (well in advance of its publication) we are catching up hand over fist and most orders are being despatched within days of receipt, the phone is still engaged most of the time and the AA with our missing ad is just about to be published. By the time you read it our deliveries will have been back to normal for some time and we expect the phone to be resonably accessible again. If you still have difficulty getting through, be assured that it is due solely to other customers ringing in so keep trying - we are usually here until 6pm. (One of these days I'm gonna get a holiday!!)

OTHER STUFF

- We have too few 6128 roms left to warrant the production of the *Romcharger* unit.
- **The 3rd DRIVE SWITCH** is due to re-appear very shortly. This will allow the use of two B drives on the 6128s and 664s which can be a combination of 3", 3½" and 5¼" types.
- **COMMS - THE SMALLEST BBS** is on-line 24 hrs taking speeds up to 2400, 8N1, scrolling. Their new CPC area should be up by now so give it a ring on 0905 613968. Though it is called The Smallest BBS, its popularity has given it quite a large user base - probably because it's one of the few places you can actually get to meet the genuine DRAGON LADY but be warned - she ain't called that for nothing!!! You can even leave messages for me there.
- **TECHNOSOFT PD LIBRARY**. Waverley, Braintree Rd, Cressing, Essex, CM7 8JE. (0376) 84225. Darren Casey's new disk only library boasts Graphics, Demos, Utilities, Games and a section of Machine Code routines. He's also looking for good routines to add, so if you have any, or if you want to see what he's got, drop him a. line.

OTHER ITEMS

64k DKtronics RAM PACK..............38.99
FD1 DISK DRIVE (See below).........59.95
RAMDOS (disk) 24.95
ROMDOS (rom)................................29.95
6128 ROM..24.95
3.5" DISKS (branded bulk) 10 for 7.50
30 for 20.00
3" DISKS (Amsoft)................10 for 20.00
3.5" DISK BOX lockable, holds 40...7.00
PRINTER LEAD (CPC or PLUS) 6' ...8.00

Please add £3 p&p to disk drives
FD1 - state 464, 664, 6128 or 6128 PLUS

32k RAMROM £13.95!!

The latest addition to our range is a little gem. It is 32k of RAM which can be loaded with 1 or 2 (yes two!) ROM programs. After which it behaves exactly like 1 or 2 ROMs. It plugs onto the computer so a romboard isn't needed. You can select a rom slot for each 16k bank or choose to have both banks on the same slot switching between them at will. Complete with through connector and type-in software, it is now available for an amazing £13.95. Send s.a.e. for fuller details or a cheque to get yours now.

464 PLUS/6128 PLUS ADD-ONS

Bonzo Blitz ....See Above
Bonzo Super Medler ....See Above
32k RAMROM.....................................See Opposite
FD1 3" B drive (464 & 6128)..........................£59.95*
3.5" B drive (464 & 6128).............................£79.95*
See above for full details
Printer lead (6ft) £8.00
Plus to edge adaptor £8.50
Allows CPC add-ons to be used on the PLUS computers
*Please add £3 p&p on disk drives
PLUS OWNERS WATCH THIS SPACE
We will add more items for your computer as quickly as we test them.



MICROSTYLE



DEPT. AA, 28 BELMONT AVENUE, LOW MOOR, BRADFORD, W.YORKS BD12 0PA. Tel: 0274 602180 (after 2pm).

Prices include VAT and carriage unless otherwise stated.

Cheat Mode

Tips, pokes, maps, jokes. Well, you can rely on the first three to be good!

Are you stuck on your favourite game? Could you use some help? This is the place! Every month, AA's champion of cheating, Phil Howard, assembles all the best hints, tips, pokes, maps and solutions sent in by our readers.

Passwords, keypress cheats and maps speak for themselves, but for determined cheaters is also the arcane art of poking...

- **Pokes - these are short programs which alter the game as it's loaded. They are developed by hacking specialists to alter such things as the number of lives you have, amount of energy etc.**
- **Multiface pokes - these work with Romantic Robot's little black box (Multiface). This gadget lets you do clever things which include 'poking' around in a program to change the number of lives etc. It's similar to ordinary pokes, but much, much easier.**

Platinum Collection

John Girvin, the blast from Belfast, is back in fighting form with a whole host of cheats for the *Platinum Capcom* compilation disk. What you need to do is type the main program in and save it, then type the individual cheat for the game you want and save that. MERGE the two together and type RUN (don't forget to select the right game on the menu – as if you would!). It's always advisable on these sort of cheats to CAT an ordinary disk first, or you may get a read fail on the game disk.

```
{OsAv} 1·'PLATINUM·COLLECTION·hacks
{NjAv} 2·'By·John·Girvin,·March·1991
{FsAj} 3·'
{JrAt} 4·'***·MAIN·PROGRAM·***
{NlAr} 10·OPENOUT"d":MEMORY·&6FFF
{JjAr} 20·CLOSEOUT:MODE·1
{AxAq} 30·LOAD"disk",&7000
{CwAq} 40·addr=&BE80:RESTORE
{HmAn} 50·READ·byte$
{OiBl} 60·IF·byte$="PLATINUM"·THEN·CALL·&BE80
{JjAs} 70·POKE·addr,VAL("&"+byte$)
{BmAr} 80·addr=addr+1:GOTO·50
{HkAs} 90·'***·LEAVE·100-150·IN·***
{BlBi} 100·DATA·3e,c3,21,98,be,32,0e,bc
{LiAw} 110·DATA·22,0f,bc,21,00,70,11,70
{PwBj} 120·DATA·01,d5,01,00,06,ed,b0,c9
{HpAw} 130·DATA·cd,37,bd,21,a4,be,22,a5
{MmAv} 140·DATA·41,c3,2f,41,cd,66,42,3a
{BiAr} 150·DATA·aa,41,32,71,01
{ExBi} 160·'***·INSERT·CHEAT·SECTION·HERE·***
```

BLACK TIGER

```
{CxBk} 170·'PLATINUM·COLLECTION·-·Black·Tiger
{OnAx} 180·DATA·21,b6,be,22,08,02,c3,70
{NiAx} 190·DATA·01,3e,a7,32,12,56,c3,00
{MkAq} 200·DATA·05,PLATINUM
```

Address		Poke	Effect
5612	A7	Inf lives	

FORGOTTEN WORLDS

```
{LxAt} 170·'PLATINUM·COLLECTION·-
{KxAs} 180·'···········Forgotten·Worlds
{MqAx} 190·DATA·21,b6,be,22,f8,01,c3,70
{CjAw} 200·DATA·01,af,32,f3,00,32,fd,00
{HjAu} 210·DATA·32,10,01,c3,28,00
{OtAp} 220·DATA·PLATINUM
```

Address	Poke	Effect
00F3	00	Invulnerability
00FD	00	
0110	00	

LED STORM

```
{ElBj} 170·'PLATINUM·COLLECTION·-·LED·Storm
{GqAx} 180·DATA·21,b6,be,22,1e,02,c3,70
{IkAx} 190·DATA·01,af,32,de,5a,c3,20,4c
{GnAp} 200·DATA·PLATINUM
```

Address	Poke	Effect
5ADE	00	Inf energy

STRIDER

```
{NiAx} 170·'PLATINUM·COLLECTION·-·Strider
{GuAt} 180·'***·LEAVE·190-210·IN·***
{MqAx} 190·DATA·21,b6,be,22,f8,01,c3,70
{LkAw} 200·DATA·01,21,c2,be,11,00,00,01
{OkAv} 210·DATA·1d,00,ed,b0,c7,af,67,6f
```

EXTREME

If you are extremely stuck on the colourful new Digital Integration game *Extreme*, here is the way through it. Be careful on the last level, though, you've got to be pretty slick (or have a Multiface poke – maybe next month) to get by.

Level 1 (Retrieve the Crystal).

After starting, move to the far top left and shoot the button to open the trap door into the fires. **Drop down to the bottom left and wait for the space in the fire.** Keeping inside the space, move right with it to the room at the end. **Shoot the crystal holder and release the litho-acid crystal.** It will only move when you are in connected to it. **Guide the crystal up and out of the room.** Collect the smart bombs. **Wait for the space to return and follow it back.** Move up to where the button was and shoot the craft a number of times until it releases a Turbo sphere, then collect it. **You may need to top up your energy and fire power.** Reconnect with the crystal and move it first left along the gap beneath the floor, then right to the energy pad. **After topping up with fire power and energy guide it right to the barrier.** Select Turbo and go past the barrier. **Guide the crystal right along the centre path and down at the far right.**

Go down and collect the Yoyo weapon. **Move left following the path, guiding the crystal and using the Yoyo to clear aliens.** When you see the craft select Shield. **Don't worry about saving weapons for the next level you can't.** Before long the crystal will find the Energy input pad. **Keep using shield, move left (the hatch is opened by the crystal)** Exit to the left and onto the hatch. **Yeah!**

Level 2 (Through the fuel tanks).

Zig-zag up and down, to the right, trying to avoid the gamma fish. **Explode a mine when things get tough, but save some for the return journey.** Collect the spanner at the bottom right end of the tank. **Return leftwards to the start using the same method as before.** On reaching the hatch the fuel drains away. **Yeah!**

Level 3 (The final showdown).

Walk right as fast as possible. **Make sure the shots count** (you only have 25). You will need 12 shots to clear the first object, watch out for the rockets. **Then another 7 to clear the second and complete the game.** You've saved mankind... .....again!

NEW KIDS BLOCK

If it's worrying you that the pokes in *Cheat Mode just* look like a jumble of signs, squiggles and numbers to you, fear not, that's just what they are! Programs, written by specialists to take the control of loading function, alter, and then start the game. What you will need to do, should you want to use one, is:

1) Make sure the routine is written for your format – disk or tape – they will not generally work with both.

2) Type it in to the computer, making sure there are no errors.

● Typing in routines is always prone to errors, so there are a couple of things which are designed to help.

The first are the funny numbers within the "{ }" brackets on the left. They are NOT to be typed in but are a code produced by the TYPE-WRITER program printed in the *Type-Ins* section this issue. It checks each line as it is typed in and produces a code which can be compared with that printed.

Secondly, all SPACES in the lines have been replaced by dots (which cannot be accessed from the keyboard, by the way), the idea being that it makes them easier to see. Got a DOT? Replace with a SPACE!

Quite often the routine itself will have a built in check on the DATA numbers and will advise you if one of them is typed in wrongly. User-friendly or what?

3) Save the program to tape or disk (not the game tape or disk) so that it can be used again.

4) Put in the game tape or disk and type |TAPE or |DISC.

5) Type RUN to run the routine (not RUN "" (CTRL+ENTER) as you normally would)

You should find that the game will load normally, or you will be given instructions on what needs to be done.

NARCO POLICE



Here's a pretty nice keypress for Dinamic's 3D search-em-up *Narco Police.* Into the Personal Intercom Unit type NOENEMIG for no enemies, COMMENZAR to bring back the enemies, MUNICION to give yourself more ammo. If you couldn't get to grips with it before, I doubt that you will now, but at least you'll have a chance, plus you get to learn a bit of Spanish on the way!

```
{NsAq} 220·'Infinite·time
{HmAp} 230·DATA·32,c2,2a
{DkAr} 240·'Infinite·lives
{ErAo} 250·DATA·32,e9,2b
{NrAu} 260·'Permanent·use·of·drone
{LqBi} 270·DATA·32,50,1e,22,51,1e,32,ce
{JuAm} 280·DATA·2b
{MqAp} 290·'Invulnerability
{KtAv} 300·DATA·32,de,2b,3e,c9,32,af,2b
{IrAr} 310·'***·LEAVE·IN·***
{ExAt} 320·DATA·c3,40,02,PLATINUM
```

Address	Poke	Effect
2AC2	00	Inf time
2BE9	00	Inf lives

GHOULS 'N' GHOSTS

```
{LxAt} 170·'PLATINUM·COLLECTION·-
{DqAq} 180·'·······Ghouls·'n'·Ghosts
{KvAt} 190·'***·LEAVE·200-210·IN·***
{IoAx}200·DATA·21,b6,be,22,08,02,c3,70
{KiAm} 210·DATA·01
{KuAr} 220·'Infinite·lives
{ClAt} 230·DATA·3e,a7,32,82,31
{GiAq} 240·'Infinite·time
{LjAr} 250·DATA·af,32,eb,54
{HxAq} 260·'Invulnerability
{OuAt} 270·DATA·3e,c9,32,ad,41
{HuAq} 280·'***·LEAVE·IN·***
{CkAu} 290·DATA·c3,c0,2e,0c,PLATINUM
```

Address	Poke	Effect
3182	A7	Inf lives
54EB	00	Inf time
41AD	C9	Invulnerability

10 PACK

Andy Price, not to be outdone, has produced his own wave of super cheats for the Gremlin disk compilation *10 Pack.* Andy's cheat works by patching the games menu, so all you have to do is select the game you want and the cheat automatically inserts itself. Don't expect to cheat on the football games, though, you won't get one!

```
{LvAu} 1·'·10·Pack·disk·-·Gremlin
{FrAj} 2·'
{GxAr} 3·'·by·ANDY·PRICE
{FtAj} 4·'
{NkAx} 10·DATA·3e,75,32,f9,02,cd,70,01
{LjBi} 20·DATA·21,3d,08,11,5a,45,01,5b
{DrBj} 30·DATA·05,ed,b8,3e,41,06,4e,0e
{GmAv} 40·DATA·44,16,59,21,35,40,77,23
{KlAt} 50·DATA·78,77,23,79,77,23,7a,77
{DjBi} 60·DATA·3e,b7,32,81,42,3e,c2,32
{KtAu} 70·DATA·82,42,21,c6,be,22,83,42
{KtAw} 80·DATA·3e,c3,32,60,42,21,3c,bf
{KrAw} 90·DATA·22,61,42,c3,f7,41,e5,f5
{KlAw} 100·DATA·3a,73,42,fe,03,28,16,fe
{BoAv} 110·DATA·09,28,1d,fe,07,28,24,fe
{LrAw} 120·DATA·05,28,2b,fe,04,28,32,fe
{AqAv} 130·DATA·0a,28,4e,18,00,21,00,be
{HjBi} 140·DATA·22,db,01,f1,e1,c3,8f,42
{NoAw} 150·DATA·21,07,be,22,e9,01,f1,e1
{EjAt} 160·DATA·c3,8f,42,21,0f,be,22,e7
{IxAw} 170·DATA·01,f1,e1,c3,8f,42,21,16
{LpBi} 180·DATA·be,22,ef,01,f1,e1,c3,8f
{EwAv}
190·DATA·42,21,1f,bf,11,50,00,01
{OsAw} 200·DATA·20,00,ed,b0,c3,50,00,21
{EpAx} 210·DATA·5b,00,22,06,02,f1,e1,c3
{EtAx} 220·DATA·8f,42,af,32,b1,a8,c3,00
{JlAu} 230·DATA·8c,21,29,be,22,1d,02,f1
{CtAx} 240·DATA·e1,c3,8f,42,f5,3a,73,42
{MwAx} 250·DATA·fe,0c,ca,4c,bf,f1,cd,18
{MsBj} 260·DATA·bb,c3,63,42,af,cd,0e,bc
{DsBi} 270·DATA·21,7f,bf,06,0c,11,00,01
{PnAw} 280·DATA·cd,77,bc,21,00,01,cd,83
{FiBj} 290·DATA·bc,cd,7a,bc,21,8b,bf,06
{PuAv} 300·DATA·0c,11,00,c0,cd,77,bc,21
{EwAv} 310·DATA·00,c0,cd,83,bc,cd,7a,bc
{GrAw} 320·DATA·af,32,3f,02,c3,00,01,72
{LjAv} 330·DATA·72,20,20,20,20,20,20,2e
{BvBk} 340·DATA·62,69,6e,62,6f,72,64,65
{CpBi} 350·DATA·72,20,20,2e,62,69,6e,00
{NwAv} 360·RESTORE:BORDER·15:MODE·1
{IiAv} 370·FOR·x=&BE80·TO·&BF96:READ·a$
{BxAw} 380·POKE·x,VAL("&"+a$):NEXT
{EqAw} 390·DATA·af,32,d2,54,c3,b1,52,3e
{BoBi} 400·DATA·80,32,86,06,c3,00,01,af
{BuAw} 410·DATA·32,4c,94,c3,f8,a7,21,1f
{BjBi} 420·DATA·be,22,22,40,c3,00,40,af
{DvBi} 430·DATA·32,39,11,32,a5,10,c3,50
{AmBi} 440·DATA·05,af,32,51,08,c3,84,03
{FrAr} 450·RESTORE·390
{JtAw} 460·FOR·x=&BE00·TO·&BE2F:READ·a$
{LlAw} 470·POKE·x,VAL("&"+a$):NEXT
{BnBi} 480·DATA·06,0c,11,00,60,21,17,90
{DlBi} 490·DATA·cd,77,bc,21,70,01,cd,83
{LpBi} 500·DATA·bc,cd,7a,bc,c3,80,be,44
{BmAx} 510·DATA·49,53,4b,20,20,20,20,2e
{BnAv} 520·DATA·20,20,20,00,00,00,00,00
{IsBj} 530·RESTORE·480:FOR·x=&9000·TO·&9023
{OqAx} 540·READ·a$:POKE·x,VAL("&"+a$)
```

```
{CiBk} 550·NEXT:PRINT"Insert·10·Pack·disk..."
{IkAs} 560·CALL·&BB18:CAT
{HjAq} 570·CLEAR:CALL·&9000
```

Multiface pokes for: 10 Pack

Name	Address		Poke Effect
Skate crazy	8D3F	00	No checkpoints
Side arms	0686	00	128 lives
Street Fighter	944C	00	Time
HATE	54D2	00	Inf lives
Butcher Hill	1139	00}	Inf lives
	10A5	00}	
Dark Fusion	0851	00	Inf lives
Road Runner	023F	00	Inf lives
Super Scramble	A8B1	00	Stop clock

MYSTICAL

Another wizard cheat from Andy Price puts you right up front with Infogrames' game *Mystical*. Once again it's a disk poke (sorry all you with the tape versions), choose the cheats you want and leave the others out, then get out there and zap some evil-doers.



```
{DpAr} 1·'·Mystical·-·disk
{GwAr} 2·'·by·ANDY·PRICE
{FsAj} 3·'
{HlAq} 10·'·*Patch·-·leave*
{GqAt} 20·DATA·3c,c0,07,11,00
{OvAq} 30·DATA·00,0e,42,21,00
{MkAs} 40·DATA·a0,df,00,bf,21
{KlAr} 50·DATA·17,bf,22,40,a0
{GpAs} 60·DATA·c3,00,a0,21,20
{EnAr} 70·DATA·bf,22,6f,54,c3
{ItAn} 80·DATA·49,00
{DiAu} 90·'·*Delete·unwanted·pokes*
{DuAq} 100·'·Number·of·wizards
{KnAu} 110·DATA·3e,xx,32,1c,19
{LqAp} 120·DATA·32,e7,36
{FjAu} 130·'·Permanent·no.·wizards
{FsAt} 140·DATA·af,32,de,36,32
{EvAr} 150·DATA·df,36,32,e0,36
{MnAo} 160·'·No·enemies
{JnAr} 170·DATA·af,32,4c,16
{CiAp} 180·'·Faster·game
{FvAt} 190·DATA·3e,af,32,bd,23
{MtAm} 200·'·*Leave*
{ApAu} 210·DATA·c3,40,16,hacker
{MvAx} 220·MODE·1:INPUT"Num·wizards·(1-3):",n
{HqAn} 230·x=&BF00
{LIBk} 240·READ·a$:IF·a$="hacker"·THEN·290
{BrAt} 250·IF·a$="xx"·THEN·280
{DpAw} 260·POKE·x,VAL("&"+a$):x=x+1
{PlAl} 270·GOTO·240
{MrAt} 280·POKE·x,n:x=x+1:GOTO·270
{CrAv} 290·MODE·0:PRINT"Press·a·key..."
{CjAv} 300·CALL·&BB18:CALL·&BF03
```

PRISON RIOT

Aha... at last a poke for a tape game by the ever popular Street cheat Graham Smith. It's for *Prision Riot* otherwise know as *Joe Blade* no 4 (or 5). For this you get infinite strength, time and keys.

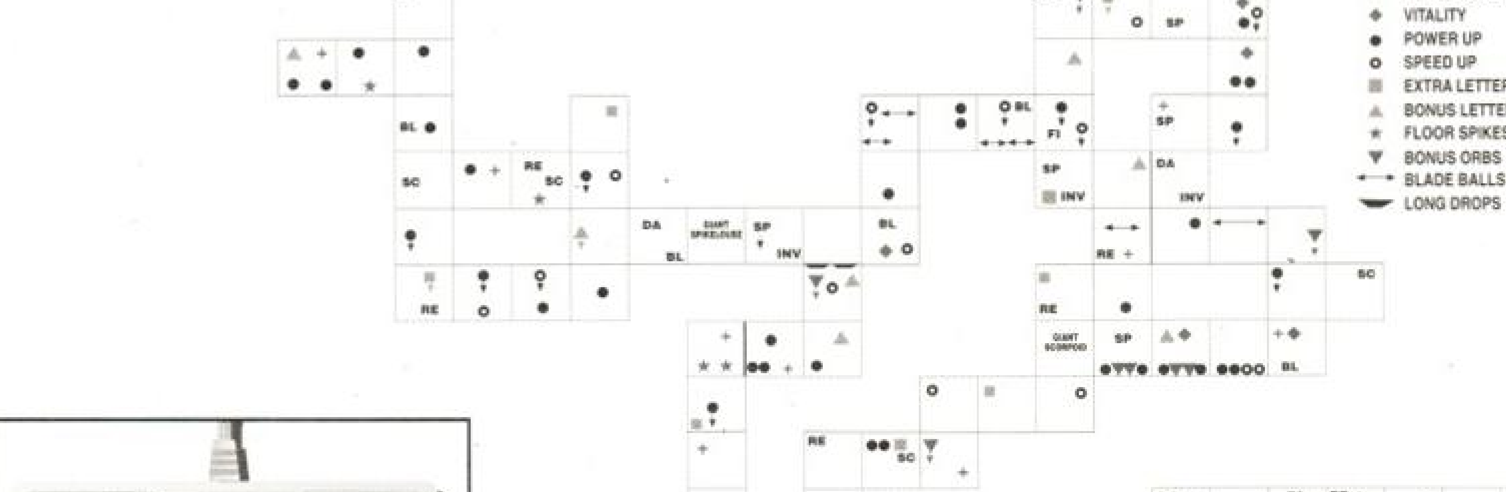
```
{MsAw} 1·'·Prison·Riot-By·Graham·Smith
{LtBi} 2·'·Infinite·strength,·time·and
{EmAo} 3·'·keys···(tape)
{FtAj} 4·'
{EqAw} 10·DATA·2a,09,00,22,8c,00,21,83
{EnAu} 20·DATA·00,22,09,00,c9,f5,3e,05
{NoAv} 30·DATA·32,04,86,3e,50,32,07,86
{FiBi} 40·DATA·af,32,1b,a1,32,3c,a1,f1
{PuAv} 50·DATA·c3,43,81,e5,21,6d,00,22
{NoAs} 60·DATA·34,81,e1,c3
{EuAu} 70·FOR·j=96·TO·139:READ·a$
{DsAt} 80·x=VAL("&"+a$):y=y+x
{NkAo} 90·POKE·j,x:NEXT
{NoAw} 100·IF·y=3788·THEN·CALL·96:RUN"
{HuAq} 110·PRINT"data·error
```

Multiface poke for: Prison Riot

Address	Poke	Effect
A11B	00	Inf. time main game
A13C	00	Inf. time sub games

SWITCHBLADE

Mike Wong of Sale (and his brother Richard) have made a comeback to the *Cheat Mode* pages with a historic first cheat for the GX4000 – *Switchblade*. First, get enough points (about 10000) so that you can enter SLEEPY into the hi-score table. Begin the game again, using the joystick/joypad in different positions depending on where you want to start:





Fire1:starts the game normally

Fire1 + Up:after first guardian (Spikelouse)

Fire1 + Left:after second guardian (Scorpoid)

Fire1 + Down:after third guardian (Cybat)

Fire1 + Right:after fourth guardian (Roborganism)

AA69 COVERTAPE
SPINDIZZY & WIZARD'S LAIR

And, for all cover tape fans (that's everybody), here, hot foot from John Brown of Wittering are the cheats for *Spindizzy* (inf. time) and *WIZARDS LAIR* (inf lives, keys and energy. They both load via the tape menu system. John also has a pretty fine poke finding utility for Multiface users. If you want a copy get in touch with him at 15 Exeter Road, Wittering, Peterborough, Cambs. PE8 6DA. Don't forget to send a S.A.E.

```
{NiBn} 100·'****************************
{EkAx} 110·'****·AA·Covertape·69···****
{PmBo} 120·'****************************
{EtAv} 130·'****·John·Brown·May·91·****
{BqBo} 140·'****************************
{MkAi} 150·'
{KnAv} 160·OPENOUT·"A":MEMORY·&7FFF:CLOSEOUT
{CkAr} 170·LOAD"menu",&8000
{HqAj} 180·'
{CqAv} 190·'****··SPINDIZZY·CHEAT··****
{KuAx} 200·POKE·&8684,&10:POKE·&8685,&BF
{EkAo} 210·addr=&BF10
{EwAp} 220·RESTORE·250
{CpBi} 230·READ·a$:IF·a$="end"·THEN·270
{OkBk} 240·POKE·addr,VAL("&"+a$):addr=addr+1:
          GOTO·230
{HkBl} 250·DATA·3e,c9,32,5e,a8,c3,80,b0,end
{KtAj} 260·'
{LkAx} 270·'***·WIZARD'S·LAIR·CHEAT·***
{OuAx} 280·POKE·&869D,&20:POKE·&869E,&BF
{LvAm} 290·addr=&BF20
{DpAp} 300·RESTORE·330
{OoBl} 310·READ·a$:IF·a$="end"·THEN·CALL·&80D5
{MtBl} 320·POKE·addr,VAL("&"+a$):addr=addr+1:
          GOTO·310
{EiBj} 330·DATA·af,32,6c,12,32,f5,26,32,88
{FiBi} 340·DATA·20,32,f6,25,c3,00,01,end
```

Multiface pokes for: Spindizzy:

Address	Poke	Effect
A85E	C9	Inf time

Multiface pokes for: Wizard's lair:

126C	00	Inf keys
26F5	00	Inf lives
2088	00}	Inf energy
25F6	00}	

The seven level names for *Wizard's Lair*, sent in by Mark Riley of Kirby Muxloe, are CAIVE, HAWLO, CRYPT, DUNGN, VAULT, LIAYR, and LYONS. Happy hunting!

HELTER SKELTER

Terry Bryant of Caerphilly has sent us a number of Passwords to Audiogenic's new game HELTER SKELTER they are 1-GASH, 2-GOSH, 3-DOSH, 4-DISH, 5-DISK, 6-DUSK, 7-MUSK, really imaginitive stuff these guys think up

MULTIFACE MAGIC

THE MULTIFACE WAY

The (t)s and (d)s before the address indicate whether the poke was written for a tape or disk game (they might work on both, its worth a try). Just in case you don't already how to put in these BLACK BOX POKES, here are the steps to success.

a) Load the game as normal.
b) Press the RED button on the MULTIFACE.
c) Press "T" for tool.
d) Press "*" to make sure you select the code.
e) Press "H" for HEXADECIMAL input.
f) Press "SPACE" for input.
g) Type in the ADDRESS (4 characters ie. 3A7C)
h) Type in the POKE (2 characters ie. A7)
i) Press "RETURN"
j) If there is more than one poke goto (f)
k) Press "ESC" back to the menu.
l) Press "R" return to the game.

STOP PRESS

I have had some letters asking why we print multiface pokes for games which cannot be loaded with the multiface plugged in. Well prepare yourselves for a shock, ALL games will load! What you need to do is make the multiface "invisible" to the software - Before you run a game press the STOP button, then press "R" to return to normal and it's done (easy eh? – pity the Multiface instructions don't make it clear).

MULTIFACE MYSTICISM

Far, far in the west a dark storm was rising. Evil programmers had unleashed a horde of diabolically difficult games on a blameless race. Gloom hung deep and thick over the CPC. The mystic raised his cloaked arms and calling for an end to the suffering, three champions appeared in the land, Mark Riley in Kirby Muxloe, John Brown in Wittering, and Stephen Mathews in Kings Lynn. United by the boundless power of Multiface II, the terrible trinity strode forth against overwhelming odds...

Name	Address	Poke	Effect
Pacland (d)	2C78	FD	253 lives
Microball (t)	A54E	00	Inf. balls 7
Nemesis (t)	9682	D4}	Shield
	96AA	20}	+laser+double
	9D74	00}	+inf.lives
Klax (t)	0BEB	00	*Inf. credits*
	0AFC	00	Inf. drops
Curse Sherwood (t)	66AC	00	Inf. lives
	756F	00	Permanent Map
Cont. Circus (t)	0FEC	00	RANK only gets better
	0B86	00	More time
Pipe Mania (t)	263B	00	Stops timer, press ENTER to start
The Prize (d)	350D	00	Inf. lives
	3C00	FF	255 bullets
Titan (t)	1075	No	01-10 for level
Atom Ant (t)	18DC	00}	Inf. lives
	1918	00}	
	0BD7	No.	Lives
	1490	No.	Time
	1413	No.	Bombs
	18B2	C9	No collision
Trantor (t)	1614	00}	Invulnerability
	17D7	00}	
	1871	00}	
	1BB8	00	Inf. flame
	2A7F	00	Inf. time
Twin Turbo V8 (t)	81BB	00	No corners
SuperTrux (t)	1991	00}	Stops clock
	9961	00}	
	9A25	00}	
Space Harrier 2 (t)	1003	00	Lives
Chubby Gristle (t)	1468	FF	Lives
Marauder (t)	030E	FF	Lives
	0309	FF	Smart bombs

TOPCAT

Simon Poxon from (have I got to write Ashby-De-La-Zouch again?) has also supplied the keypress cheat for Hitec's game *Topcat* in Beverly hills cats. On the options screen hold down the keys SERFPUK until the screen lights up, then you will get infinite energy. Well done Simon, what is a serfpuk anyway? (While we're about it, what's a Zouch?)

VOUCHER £25

OPERATION THUNDERBOLT

Andrew Duncan (otherwise known as Wee Mex) of Bearsden, Glasgow has sent a really great keypress cheat for *Operation Thunderbolt*. All you have to do is put EFI into the Hi-score table, then, at any time, press the keys "J", "P", "D" and you will transported to a higher level.

SCOOBY DOO AND SCRAPPY DOO

Alec Scott of Staxton in Scarborough (hello Alec and his mates) has found a keypress cheat for Hitec's *Scooby Doo and Scrappy Doo*. On the options screen press the keys PLONCS – the border goes white and you will get infinite lives. Meanwhile Simon Poxon of Ashby-De-La-Zouch suggests the keys are SLUPJD, and Andrew Hood of Worthing insists they are HELP – I should try them all (if I had the game!). **AA**

ADVERTISERS INDEX

Type-ins

All the programs on the following pages are ones you can type in yourselves. If you reckon you're a bit of a whizz at programming, why don't you send us your own? Just keep them short, that's all. We're unlikely to use anything longer than 6K, and we pay the same for all *Type-ins*, so you won't get any extra cash!

Send your programs to: *Type-ins, Amstrad Action, Future Publishing, Beauford Court, 30 Monmouth Street, Bath, Avon BA1 2BW*

GRID

Voucher £20

Grid is a fairly hefty and comprehensive character design program. It allows you to redesign selected graphics from the Amstrad character set. These can then be saved and imported into either a graphics package, or for the more ambitious among you, a game.

```
{OwAu} 10·REM·GRID·by·Keith·Evans·1991
{DwBn} 20·pak$="······Press·any·KEY·to·continue
    "
{ItBr} 30·SYMBOL·AFTER·238:SYMBOL·239,128,128,1
    28,128,128,128,128,255
{AvAo} 40·REM·..MENU
{PlBr} 50·MODE·1:INK·1,24:INK·2,26:INK·0,0:PEN·
    3:BORDER·0:CLS
{GuCi} 60·LOCATE·16,2:PRINT"MAIN·MENU":LOCATE·1
    6,3:PEN·1:PRINT·STRING$(9,45)
{AuBj} 70·PEN·2:LOCATE·4,5:PRINT"1·-
    ·INSTRUCTIONS"
{PmAw} 80·LOCATE·4,7:PRINT"2·-·START"
{BpBo} 90·LOCATE·4,9:PRINT"3·-
    ·LOAD·OLD·CHARACTER·SET"
{AvBn} 100·LOCATE·4,11:PRINT"4·-
    ·SAVE·NEW·CHARACTER·SET"
{NvBo} 110·LOCATE·4,13:PRINT"5·-
    ·RETURN·TO·GRID"
{BwBs} 120·LOCATE·4,15:PRINT"6·-
    ·ADD·EXTRA·CHAR'S·TO·YOUR·DESIGN"
{HtCp} 130·CLEAR·INPUT·:PEN·1:LOCATE·2,18:INPUT
    ·"SELECT·THE·NUMBER·OF·YOUR·CHOICE";n
{MoBl} 140·ON·n·GOSUB·160,570,450,520,590,1340
{GvAl} 150·GOTO·40
{HjEr} 160·CLS:PEN·2:PRINT"The·GRID·is·a·charac
    ter·design·aid",,:PEN·1:PRINT"It·will·allow
    ·you·to·redefine·any·of·thelast·16·re-
    definable·characters.
{DjDw} 170·PRINT·,"These·characters·will·be·dis
    played·at···the·top·of·the·screen·along·wit
    h·their··appropriate·character·number":PEN·
    2
{JiGr} 180·PRINT·,"Just·choose·the·character·yo
    u·wish·to·re-
    define,then·by·using·the·Cursor·keys·tomove
    ·the·flashing·square·to·the·requiredplace,y
    ou·can·press·the·Copy·key·to","confirm·or·t
    he·Del·key·to·erase"
{JjCt} 190·PRINT:PEN·1:PRINT"Should·you·want·to
    ·change·characters","just·press·the·f0·key"
{GpCj} 200·PRINT,"To·return·to·the·MAIN·MENU·ju
    st·press","the·CTRL·key"
```

```
{KnAw} 210·PRINT:PEN·2:PRINT·pak$
{KnBi} 220·GOSUB·1530:PAPER·1:INK·1,1:CLS
{OqCq} 230·LOCATE·1,2:PRINT"The·MENU·has·six·op
    tions:-":PRINT:PRINT"1)·Bought·you·here."
{IiEt} 240·PRINT·,"2)·Starts·you·off,·prompting
    ·you·where··nessesary.":PRINT·,"3)·Will·loa
    d·in·an·old·character·set,","but·only·if·yo
    u·have·saved·one·previosly"
{KpCj} 250·PRINT"4)·Lets·you·save·any·new·chara
    cters·you·want·to·save"
{CpCp} 260·PRINT·,"5)·Lets·you·return·to·the·gr
    id·without··deleting·your·named·caracter.
{NoDq} 270·PRINT·,"6)·Lets·you·build·up·a·set·o
    f·nine","characters.·you·can·see·how·they·w
    ill···look·when·placed·together"
{PsAv} 280·PRINT:PEN·2:PRINT·pak$
{MuAt} 290·LOCATE·1,1:GOSUB·1530
{KqAx} 300·CLS:PRINT·"With·me·so·far..GOOD"
{PnFu} 310·PRINT·,"Now·you·will·notice·that·as·
    you·define··your·new·character·that·a·set·o
    f·numberson·the·right-hand-
    side·of·the·grid·have·changed.·These·number
    s·are·known·as·the-SYMBOL·NUMBERS."
{KnFu} 320·PRINT·,"If·you·want·to·redifine·char
    acters·otherthan·one·of·the·last·sixteen,th
    en·you···must·note·down·the·numbers·at·the·
    side··of·the·grid·and·use·them·in·your·prog
    ramwith·a·line·like.."
{JsCk} 330·PEN·3:PRINT·,"SYMBOL·AFTER·115:SYMBO
    L·115,255,255,255,255,255,255,255,255"
{MuDr} 340·PEN·2:PRINT:PRINT"Then·when·you·use·
    the·term","PRINT·CHR$(115)·instead·of·print
    ing·an·syou·would·see·a·square·printed."·
{BnBl} 350·PRINT:PEN·2:PRINT·pak$:GOSUB·1530
{BqAr} 360·PRINT"Last·Bit))"
{LnDl} 370·PRINT:PEN·0:PRINT"Normaly·you·will·o
    nly·need·about·sixteendefined·characters·in
    ·you·program·so.."
{GwCv} 380·PRINT:PEN·2:PRINT"To·load·these·pre-
    redifined·characters··all·you·need·is·a·lin
    e·like.."
{OoBv} 390·PRINT:PEN·3:PRINT"90·LOAD";CHR$(34);
    "symbols.chr";CHR$(34)
{HlBo} 400·PRINT:PEN·2:PRINT"Then·a·program·lin
    e·like.."
{DwBk} 410·PRINT:PEN·3:PRINT"100·PRINT·CHR$(250
    );"
{FtDi} 420·PRINT:PEN·2:PRINT"Should·now·print·t
    he·character·of·your··choice·which·you·have
    ·designed."·
{ElBu} 430·PRINT:PRINT:·PRINT:PEN·2:PAPER·0:PRI
    NT·pak$:GOSUB·1530
{BiAo} 440·RETURN
{CsAr} 450·REM·..loader
```

ARE TYPE-INS PUBLIC DOMAIN?

All Type-Ins submitted to Amstrad Action automatically go into the public domain. If you don't want this to happen, make it clear when you send your program in.

```
{DoAs} 460·ON·ERROR·GOTO·510
{DnAu} 470·CLS:|DIR,"*.chr"
{MjBw} 480·PEN·2:PRINT:INPUT·"NAME·of·File·to·L
    OAD·then·press·ENTER··";F$
{PrAv} 490·f$=f$+".chr":LOAD·f$:mm=1
{DuAv} 500·PRINT·f$,"Is·now·loaded"
{OmAt} 510·FOR·n=1·TO·2500:NEXT:RETURN
{EoAp} 520·REM·..saver
{HoBs} 530·CLS:PEN·2:INPUT"Enter·name·of·chrs·t
    o·be·saved";f$·
{NoAx} 540·SAVE·f$+".chr",b,42620,128
{GiAv} 550·PRINT:PRINT·f$,"Is·saved"
{BkAn} 560·GOTO·510
{MmAr} 570·REM·..START·HERE
{HlAl} 580·mm=0
{JrBl} 590·GRAPHICS·PEN·3:MODE·1:INK·1,24,1:INK
    ·0,1
{HkBl} 600·WINDOW·#1,1,40,23,25:PEN·2:LOCATE·1,
    1
{BqBn} 610·FOR·sy=240·TO·255:PRINT·sy;CHR$(sy);
    :NEXT
{IqBp} 620·MOVE·0,348:DRAWR·650,0:MOVE·0,55:DRA
    WR·650,0
{GnAv} 630·IF·mm=1·THEN·GOTO·660
{JoDi} 640·CLEAR·INPUT:CLS#1:PEN·#1,3:INPUT·#1,
    "Enter·the·character·number·you·wish·to··re
    define";ch
{JoDw} 650·IF·ch)255·OR·ch(240·THEN·PEN#1,1:·PR
    INT#1,"NUMBER·INCORRECT":·FOR·T=1·TO·15:SOU
    ND·1,50*T:NEXT:PEN#1,2:·GOTO·640
{AkCq} 660·LOCATE·25,8:PEN·3:PRINT"Character":L
    OCATE·25,9:PRINT"Number·=";:PEN·2:PRINT·CH
{AqAw} 670·LOCATE·35,12:PRINT·CHR$(ch)
{CjAn} 680·GOSUB·1260
{FlAr} 690·REM·..DRAW·GRID
{PvAs} 700·FOR·y=128·TO·256·STEP·16
{FsAx} 710·MOVE·y,128:DRAWR·0,128:NEXT
{GqAu} 720·FOR·x=128·TO·256·STEP·16
{EjAw} 730·MOVE·128,x:DRAWR·128,0:NEXT
{IxAr} 740·b=8:FOR·a=9·TO·16
{NtAv} 750·LOCATE·a,b:PRINT·CHR$(88+a)
{EvBk} 760·LOCATE·b-1,a+1:PRINT·CHR$(40+a)
{BuAk} 770·NEXT
{PqAv} 780·REM·..load·chr·into·grid
{CoAp} 790·FOR·a=10·TO·17
```

```
{ClAp} 800·LOCATE·b+1,a
{NxCx} 810·FOR·n=3·TO·10:IF·MID$(a$(a-
    9),n,1)="1"·THEN·PRINT·CHR$(233);ELSE·PEN·3
    :·PRINT·CHR$(239);:·PEN·2
{OnAk} 820·NEXT·n
{KjAk} 830·NEXT·a
{DuAt} 840·REM·..POSITION·CURSOR
{AqBj} 850·x=10:y=10:PEN·1:GOSUB·1010··
{GiAw} 860·IF·LEX=1··THEN·RETURN
{IxBm} 870·IF·INKEY(1)<>-1·THEN·X=X+1:GOSUB·970
{AkBp} 880·IF·INKEY(8)<>-1·THEN·X=X-1:GOSUB·970
{LqBn} 890·IF·INKEY(0)<>-1·THEN·Y=Y-
    1:GOSUB·970·
{HmBo} 900·IF·INKEY(2)<>-1·THEN·Y=Y+1:GOSUB·970
{BvBl} 910·IF·INKEY(9)<>-1·THEN·GOSUB·1060
{JwBl} 920·IF·INKEY(23)<>-1·THEN·mm=1:RETURN
{OrBm} 930·IF·INKEY(79)<>-1·THEN·GOSUB·1110
{DkBn} 940·IF·INKEY(15)<>-1·THEN·GOSUB·1220
{PiAk} 950·GOTO·870
{JtBl} 960·REM·CHECK·FOR·EDGES·AND·PRINT·CURSOR
{PlAr} 970·IF·X>16·THEN·X=16
{GpAr} 980·IF·X<9·THEN·X=9
{ClAv} 990·IF·Y>17·THEN·Y=17
{EtAu} 1000·IF·Y<10·THEN·Y=10
{PjAn} 1010·CURSOR·1
{NrAp} 1020·LOCATE·X,Y·
{NjAu} 1030·FOR·T=1·TO·100:NEXT·T·
{FvAo} 1040·RETURN
{GsAw} 1050·REM·..PRINT·SQUARE·ON·GRID
{AmAr} 1060·d=x-6:e=y-9·
{NoAt} 1070·MID$(a$(e),d,1)="1"
{AiAn} 1080·GOSUB·1300·
{AsBr} 1090·LOCATE·x,y:PEN·2:PRINT·CHR$(233);:P
    RINT·CHR$(8);
{LtBq} 1100·FOR·T=1·TO·100:NEXT·T:PEN·1:CURSOR·
    1:RETURN
{NsBi} 1110·REM·..ERASE·SQUARE·FROM·GRID
{FpAo} 1120·CURSOR·0
{BrAr} 1130·d=x-6:e=y-9
{EkAu} 1140·MID$(a$(e),d,1)="0"
{JrAm} 1150·GOSUB·1300
{BtAp} 1160·LOCATE·x,y
{BkAu} 1170·PEN·3:PRINT·CHR$(239);
{PuAp} 1180·PRINT·CHR$(8);
{DtAr} 1190·PEN·1:CURSOR·1
{DvAo} 1200·RETURN
{LjAn} 1210·REM·EXIT
{LlBw} 1220·SOUND·1,300:CLS#1:PEN·#1,3:PRINT#1,
    ·SPC(90)"Are·you·sure·Y\N·?"
{JxBu} 1230·IF·INKEY(46)<>-
    1·THEN·GOSUB·1260:PEN·1:GOTO·960
{EnBp} 1240·IF·INKEY(43)<>-1·THEN·mm=0:GOTO·590
{AiAo} 1250·GOTO·1230
{ItFl} 1260·PEN#1,2:PRINT#1,"POSITION·with·CURS
    OR·keys:f0·key·to·EXITCOPY·key·CONFIRMS:···
    ··DELETE·key·ERASES";:PEN#1,3:PRINT#1,"Pres
    s·the·CTRL·key·to·return·to·the·MENU";
{MwCm} 1270·FOR·q=1·TO·8:B(q)=PEEK((42747+((ch-
    256)*8))+q):·a$(q)="&x"+BIN$((b(q)),8):NEXT
{NnCi} 1280·CURSOR·0:FOR·Q=1·TO·8:LOCATE·18,9+Q
    :PEN·2:PRINT·B(Q):NEXT
{JsAo} 1290·RETURN
{EtBv} 1300·CURSOR·0:LOCATE·18,y:b=VAL(a$(e)):P
    EN·2:PRINT·b;"·";
{DkAw} 1310·POKE·(42747+((ch-256)*8))+e,b
{NoAw} 1320·LOCATE·35,12:PRINT·CHR$(ch)
{KmAn} 1330·RETURN
{PwAu} 1340·REM·..ADD·CHRS·TOGETHER
{BtBq} 1350·PEN·2:GRAPHICS·PEN·3:MODE·1:INK·1,2
    4,1:INK·0,1
{LlAt} 1360·WINDOW·#1,1,40,25,25
{IiDj} 1370·IF·ch=0·THEN·SOUND·1,300:PRINT#1,"Y
    OU·CANNOT·COME·HERE·FIRST·!!":FOR·A=1·TO·35
    00:NEXT·A:RETURN
{LpAm} 1380·LEX=1
{FtAn} 1390·GOSUB·690
{OpAq} 1400·PEN·2:·GOSUB·1320·
{EmBv} 1410·IF·CP>2·THEN·CP=0:CR=CR+1:IF·CR>2·T
    HEN·CR=0:·GOTO·1520
{EoBk} 1420·IF·CP=1·AND·cr=1·THEN·GOTO·1510
{GkBi} 1430·PEN·1:LOCATE·34+CR,11+CP:CURSOR·1
{LtBs} 1440·PRINT#1,"DO·YOU·WANT·TO·PUT·A·CHARA
    CTER·HERE·Y/N"
{BiBn} 1450·IF·INKEY(43)<>-1·THEN·GOTO·1480
{AxBq} 1460·IF·INKEY(46)<>-
    1·THEN·CP=CP+1:GOTO·1410
{MuAm} 1470·GOTO·1450
{FpCj} 1480·CLEAR·INPUT:INPUT#1,"WHAT'S·THE·CHA
    RACTER·NUMBER·(32-255)",CN
{PoBl} 1490·IF·CN>255·OR·CN<32·THEN·GOTO·1480
{GsAr} 1500·PEN·2:·PRINT·CHR$(CN)
{KrAt} 1510·CP=CP+1:·GOTO·1410
{KjBj} 1520·CLEAR·INPUT:LEX=0:mm=1:GOTO·600
{OoCj} 1530·WHILE·INKEY$="":WEND:FOR·a=1·TO·25:
    PRINT·STRING$(40,32);:NEXT:RETURN
```

DISK LABELS

This program from Stuart Clarke is a sort of sequel to the cassette inlay program he sent in for an earlier issue. This time it prints disk labels. The program will print an entire catalogue on each label, up to a maximum of 28 titles, plus an overall disk title.

VOUCHER £20

It is fairly self-explanatory, but remember to use a blank disc labels and not branded ones. Otherwise you might find your titles printing over an Amstrad or Maxell logo.

```
{KkAv} 10·DATA·205,96,187,50,123,166,201··
{OrAv} 20·MODE·2:h=HIMEM:MEMORY·42611
{IoAv} 30·INK·1,0:INK·0,26:BORDER·26
{DwCo} 40·ORIGIN·0,0:MOVE·320,0:DRAW·637,0:DRAW
    ·637,399:DRAW·320,399:DRAW·320,0
{LqBm} 50·LOCATE·51,2:PRINT"PRINTED·DISC·LABLES
    "..
{NtBq} 60·LOCATE·45,5:PRINT"This·program·can·pr
    int·up·to··28"
{JpBs} 70·LOCATE·45,6:PRINT"program·titles·on·o
    ne·disc·lable.·
{IsBq} 80·LOCATE·46,8:PRINT"They·will·be·the·fi
    rst·30·from··
{AnAx} 90·LOCATE·55,9:PRINT"directory··
{LiBk} 100·LOCATE·50,15:PRINT"USER·is·0····O.K.
    ·(y/n)
{AiBi} 110·a$=INKEY$:IF·a$=""·THEN·110
{JnBj} 120·IF·UPPER$(a$)="Y"·THEN·150
{DxBo} 130·LOCATE·50,17:PRINT"Enter·User·number
    ·";:INPUT·a
{PiAm} 140·|USER,a··
{DlBn} 150·LOCATE·50,20:PRINT"Enter·overall·tit
    le"
{AtAx} 160·LOCATE·50,22:INPUT·title$··
{OmBp} 170·LOCATE·53,24:PRINT"(·PRESS·ANY·KEY·)
    "...
{JuBk} 180·A$=INKEY$:IF·A$=""·THEN·180
{NnAr} 190·WINDOW·#0,1,40,1,25
{FmBn} 200·PRINT·#8,CHR$(15);CHR$(27);"S";CHR$(
    49);
{EoBm} 210·PRINT·#8,CHR$(27);CHR$(65);CHR$(5);
{EnBi} 220·PRINT·#8,title$"·············USER:·"
    a
{ApAn} 230·PRINT·#8
{JjAr} 240·FOR·a=42612·TO·42618
{BqAt} 250·READ·b:POKE·a,b:NEXT
{AxAl} 260·CAT
{OxAo} 270·FOR·y=4·TO·17
{MlAq} 280·FOR·x=1·TO·40
{JjAt} 290·LOCATE·x,y:CALL·42612
{JnAw} 300·letr$=CHR$(PEEK(42619))
{DtAv} 310·lin$=lin$+letr$:NEXT·x
{KwAx} 320·PRINT·#8,lin$:lin$=""·:NEXT·y
{CuBi} 330·MEMORY·h:WINDOW·#0,1,80,1,25:CLS
{BsAj} 340·'
{HqAx} 350·'·****·Save·before·running·****
{AkAk} 360·'
```

THRO' THE WALL

Thro' The Wall comes from Stuart Gilmour up in bonny Scotland. It's not the most original concept ever, but it's clean short and well designed. The program is a version of that old classic Breakout. You control the bat and you have to knock out the bricks with a bouncing ball... you know the story.

VOUCHER £20

The game is controlled using the joystick or the left/right cursor keys. It's nice and colourful and contains a couple of good sound effects. Good, simple nostalgic fun.

```
{NsBt} 10·MODE·1:BORDER·1:INK·0,1:INK·1,26:INK·
    2,24:INK·3,6
{NrAp} 20·SPEED·KEY·15,2
{IvAt} 30·ENV·1,1,18,0,11,0,10
{GpAr} 40·ENT·1,10,2,2
{MxAs} 50·ENV·3,1,0,16,5,-3,2
{ApBi} 60·ENV·2,5,3,3,1,-21,22,9,-3,2
{AoBn} 70·ENT·-2,10,2,2,5,-7,1,2,11,3,2,-4,8
{PwBq} 80·MOVE·30,32:DRAWR·0,400,1:MOVE·610,32:
    DRAWR·0,400,1
{OnBk} 90·PEN·3:LOCATE·3,1:PRINT·STRING$(36,143
    )
{KvBj} 100·PEN·2:LOCATE·3,2:PRINT·STRING$(36,14
    3)
{OuCi} 110·PEN·1:FOR·r=5·TO·6:LOCATE·3,r:PRINT·
    STRING$(36,143):NEXT·r
{GsAl} 120·bx=9
{ElAr} 130·lives=5:score=0
{GuBk} 140·PEN·1:GOSUB·470:CLEAR·INPUT
{PkBr} 150·IF·INKEY$<>CHR$(32)·AND·JOY(0)<16·TH
    EN·150
{JuBv} 160·LOCATE·11,23:PRINT·SPACE$(20):LOCATE
    ·1,24:PRINT·SPACE$(40);
{OvBi} 170·GOSUB·480:GOSUB·450:GOTO·190
{KvBo} 180·LOCATE·bx,24:PRINT"··";STRING$(4,131
    );"··":RETURN
{IjBn} 190·xa=1:ya=1:IF·INT(RND*2)=1·THEN·xa=-
    xa
{AjAs} 200·PEN·1:GOSUB·180
{BkAo} 210·ORIGIN·0,400
{NvAu} 220·x=bx+4:y=11:x1=x:y1=y
{NqAr} 230·x1=x+xa:y1=y+ya
{MkAw} 240·IF·x1=3·OR·x1=38·THEN·xa=-xa
{PqAm} 250·GOSUB·390
{AtEo} 260·IF·y1=24·AND·x1>bx+1·AND·x1<bx+6·THE
    N·ya=-ya:y1=y1-
    2:SOUND·130,44,8,7,1,1:a=((x)bx+5)OR(x<bx+2
    )):IF·a=-1·THEN·xa=xa*a:x1=x1+xa:y1=y1+1
{NkBq} 270·IF·y1=25·THEN·LOCATE·x,y:PRINT"·":GO
    TO·370
{PtAm} 280·GOSUB·180
{MtAw} 290·t=TEST((16*x1)-1,-(16*y1)-1)
{IiCw} 300·IF·t<>0·THEN·ya=-
    ya:xz=x1:yz=y1:y1=y1+ya:GOSUB·420:IF·t=2·TH
```



```
    EN·score=score+10:GOSUB·450
(BvBp) 310·IF·t=3·THEN·score=score+20:GOSUB·450
(GiBm) 320·IF·t=1·THEN·score=score+5:GOSUB·450
(DnAt) 330·IF·y1=1·THEN·ya=1
(CvBw) 340·LOCATE·x,y:PRINT·"·":LOCATE·x1,y1:PR
    INT·CHR$(233):x=x1:y=y1
(GjBr) 350·IF·y=1·OR·x=3·OR·x=38·THEN·SOUND·129
    ,78,8,7,1,1
(MmAm) 360·GOTO·230
(MoCl) 370·lives=lives-
    1:SOUND·132,19,46,12,2,2:IF·lives=0·THEN·GO
    TO·430
(NtAs) 380·GOSUB·450:GOTO·190
(OvBx) 390·IF·(INKEY(8)=0·OR·INKEY(74)=0)·AND·b
    x)2·THEN·bx=bx-2:RETURN·····
(LkBu) 400·IF·(INKEY(1)=0·OR·INKEY(75)=0)·AND·b
    x(32·THEN·bx=bx+2:RETURN
(KjAm) 410·RETURN
(KpBi) 420·LOCATE·xz,yz:PRINT·"·":RETURN
(IwBj) 430·IF·score)=hiscore·THEN·hiscore=score
(AlBj) 440·GOSUB·450:score=0:lives=5:GOTO·80
(EqCo) 450·SOUND·130,0,20,13,3,0,31:LOCATE·1,25
    :PRINT·TAB(4)"HISCORE";hiscore;
(OjCi) 460·LOCATE·18,25:PRINT"SCORE";score:LOCA
    TE·30,25:PRINT"LIVES";lives:RETURN
(FjBq) 470·LOCATE·11,23:PRINT"PRESS·SPACE·TO·ST
    ART":RETURN
(FkBm) 480·LOCATE·1,25:PRINT·SPACE$(40);:RETURN
```

COLOUR PRINTING

Stuart Clarke has sent in this ingenious program for mono printer users. The instructions are included in the program, but the basic idea of the matter is this: You select how many colours you want to print and the computer will assign a colour to a section of the screen (border, background, foreground etc). The computer will activate the mono printer and print the first part of the screen file. You will then be prompted to change the colour of the ribbon.

In this way you can have full colour (sort of) with the humble mono printer. It works on Epson-compatible printers. Remember, the program will print as many colours as you have ribbons, each prompt corresponding to an INK command. So you could assign say green to INK 3 and purple to INK 16. It is time consuming, but very rewarding and quite ingenious.

```
(NvAv) 10·'Colour·dump·for·mono·printers
(FtAp) 20·'Stuart·Clarke·1991
(BsAj) 30·'
(CvBp) 40·DEFINT·a-
    z:c=1:WIDTH·255:DIM·t(638):ORIGIN·0,0···
(PlBl) 50·MODE·2:PRINT"Enter·mode·for·screen";:
    INPUT·m
(EpBp) 60·PRINT"Enter·filename·for·screen";:INP
    UT·filename$
(PrCm) 70·PRINT"Enter·number·of·colours·(exclud
    ing·background·[INK·0])";:INPUT·col
(OkCn) 80·PRINT:PRINT"Turn·on·printer·and·inser
    t·ribbon·that·corresponds·to·INK·1"
(OtBv) 90·PRINT"On·hearing·a·'beep'·change·ribb
    on·to·INK·2·and·press·space"
(EvAu) 100·PRINT"and·so·on....."
(FtAs) 110·FOR·n=1·TO·20000:NEXT
(CqBj) 120·MODE·m:LOAD·filename$+".scr",&C000
(ApBq) 130·IF·m=1·THEN·k=4:IF·m=2·THEN·k=2:ELSE
    ·k=6
(EsBk) 140·PRINT·#8,CHR$(27);"3";CHR$(19);·····
    ···
(BuAr) 150·FOR·y=399·TO·7·STEP·-7····
(LiAm) 160·GOSUB·300
(LvBs) 170·PRINT·#8,CHR$(27);"*";CHR$(k);CHR$(1
    27);CHR$(2);··
(MtAq) 180·FOR·x=0·TO·638····
(FiAr) 190·PRINT·#8,CHR$(t(x));·
(DpAl) 200·NEXT·x
(OrAq) 210·PRINT·#8:NEXT·y
(HjAs) 220·SOUND·1,234,200,7
(BiBj) 230·a$=INKEY$:IF·a$=""·THEN·230····
(DmAp) 240·FOR·n=1·TO·57
(CtBi) 250·PRINT·#8,CHR$(27);"j";CHR$(19);
(HxAl) 260·NEXT·n
(BlBw) 270·c=c+1:IF·c=col+1·THEN·CLS:PRINT"PRIN
    TING·FINISHED":GOTO·290
(FlAm) 280·GOTO·150
(KqAw) 290·PRINT·#8,CHR$(27);"@";:END
(BvAq) 300·FOR·x=0·TO·638
(MkAl) 310·a=0
(FwBi) 320·IF·TEST·(x,y)=c·THEN·a=a+64···
(KoBi) 330·IF·TEST·(x,y-1)=c·THEN·a=a+32·····
(PoAx) 340·IF·TEST·(x,y-2)=c·THEN·a=a+16···
(NtBj) 350·IF·TEST·(x,y-3)=c·THEN·a=a+8······
(DvBl) 360·IF·TEST·(x,y-4)=c·THEN·a=a+4·······
(CrBj) 370·IF·TEST·(x,y-5)=c·THEN·a=a+2·······
(KsAx) 380·IF·TEST·(x,y-6)=c·THEN·a=a+1·····
(EjAm) 390·t(x)=a·
(JrAl) 400·NEXT·x
(MjAn) 410·RETURN···
```

BOOTUP

Have you ever wondered how those games that load with |CPM work? Or, more to the point, wished that you could do it yourself? Stephen Robinson from Manchester has discovered the former, and his neat little utility will allow you to make your programs boot in this way. How? Just follow these step-by-step instructions:

1. Format a disk to system format.
2. Run *Bootup* and follow the program's instructions.
3. Enter the disk's label.
4. Put in the disk and press 'space'.
5. SAVE your BASIC program with the filename "BOOT.BAS". This can be whatever you like.
6. If you are using a 664 or 6128, and variables are used in the program, then you must also SAVE "VBS",b,&ae00,&70

```
(OlAo) 10·'BOOTUP·DELUX·v1.0
(OmAq) 20·'BY·STEPHEN·ROBINSON
(HwAq) 30·'AGE·16·JUNE·1991
(DvAl) 40·'FOR·AA
(AuAr) 50·'HI·PURCY,·MUM,·DAD,
(LsAx) 60·'PEOPLE,·THE·WORLD·AND.....···
(NwAi) 70·'
(AxAj) 80·'
(EiAj) 90·'
(CxBi) 100·chk=0:ltot=0:ln=170:add=&5FE0···
(KtBo) 110·FOR·DAT=1·TO·8:READ·a$:IF·a$="end"·T
    HEN·530
(NvBj) 120·v=VAL("&"+a$):tot=tot+v:chk=chk+v
(IsBj) 130·POKE·add,v:add=add+1:NEXT:READ·tot$
(OiBi) 140·IF·HEX$(chk)()tot$·THEN·160
(FwAv) 150·ln=ln+10:chk=0:GOTO·110·
(CrBm) 160·PRINT"·OOPS·DATA·ERROR·IN·LINE";ln:E
    ND··
(LlAx) 170·DATA·00,00,00,00,21,E0,5F,01,161
(EnBj) 180·DATA·ED,5F,C3,D1,BC,F2,5F,C3,5B0
(FjBk) 190·DATA·00,60,42,54,4D,41,4B,C5,294
(NuAt) 200·DATA·00,00,00,00,00,00,00,00,0
(EuBm) 210·DATA·21,19,60,CD,D4,BC,22,1A,333
(HmBn) 220·DATA·60,79,32,1C,60,21,20,60,228
(CxBi) 230·DATA·11,00,00,0E,41,DF,1A,60,1B9
(IkAw) 240·DATA·C9,85,00,00,00,00,00,00,14E
(LnBk) 250·DATA·0E,FF,21,08,01,CD,16,BD,2D7
(KkAv) 260·DATA·CD,CB,BC,0E,00,CD,15,B9,3FD
(CrAx) 270·DATA·7C,FE,00,28,19,F5,CD,5C,3D9
(DnBi) 280·DATA·01,F1,FE,01,28,08,21,78,2BA
(GjBi) 290·DATA·EA,22,52,01,18,0E,21,80,226
(GjBk) 300·DATA·EA,22,52,01,18,06,21,BD,25B
(JpBm) 310·DATA·E9,22,52,01,CD,78,01,11,2B5
(OjBi) 320·DATA·00,C0,06,08,21,54,01,CD,211
(MjBj) 330·DATA·77,BC,21,70,01,CD,83,BC,3D1
(LtAx) 340·DATA·CD,7A,BC,CD,00,B9,21,00,3AA
(EuAx) 350·DATA·80,C3,00,00,42,4F,4F,54,277
(PtAx) 360·DATA·2E,42,41,53,11,00,C0,06,1DB
(JrBi) 370·DATA·07,21,71,01,CD,77,BC,21,2BB
(OqBi) 380·DATA·00,AE,CD,83,BC,CD,7A,BC,4BD
(CwBk) 390·DATA·C9,76,62,73,2E,62,69,6E,37B
(EsBl) 400·DATA·21,9C,01,7E,FE,24,28,06,28C
(LvBi) 410·DATA·CD,5A,BB,23,18,F5,01,00,313
(GtBi) 420·DATA·7F,11,FF,FF,3A,9B,01,ED,451
(KuBj) 430·DATA·79,ED,5F,ED,79,1B,7A,B3,473
(DkBj) 440·DATA·20,F2,C9,00,20,44,69,73,31B
(IwBj) 450·DATA·63,20,42,6F,6F,74,20,42,279
(LmBi) 460·DATA·79,20,53,2E,52,6F,62,69,2A6
(HlBj) 470·DATA·6E,73,6F,6E,20,66,6F,72,325
(FlBk) 480·DATA·20,41,41,20,4A,75,6E,65,254
(MjBi) 490·DATA·20,39,31,2E,24,00,00,00,DC
(LqAm) 520·DATA·end
(IuAp) 530·CALL·&5FE4
(OxAw) 540·PRINT"|btmake·installed!"
(JsAu) 550·INPUT"Lable·disc·(y/n)",res$
(AmAx) 560·IF·res$()"y"·THEN·END
(MqAw) 570·INPUT"Disc·Lable·(max·16·chars)",lb$
(IwAs) 580·INPUT"Side·a·or·b:",si$
(BlAr) 590·INPUT"Disc·no:",no$
(OoBt) 600·txt$="····LABLE:"+lb$+"·SIDE:"+si$+"
    ·DISCNO:"+no$+"·$"····
(HqCn) 610·FOR·a=1·TO·LEN(txt$):v=ASC(MID$(txt$
    ,a,1)):po$=HEX$(v):POKE·&60E0+a,VAL("&"+po$
    ):NEXT
(HrCj) 620·PRINT"Insert·disc·to·put·boot·on...s
    pc":CALL·&BB18:|BTMAKE
(KiBs) 630·INPUT"again?·(y/n)·",re$:IF·re$()"y"
    ·THEN·END·ELSE·640
(DkBv) 640·INPUT"Same·Lable·etc?·(y/n)·",re$:IF
    ·re$()"y"·THEN·570·ELSE·620
```

AA

THE BLIMMIN' *BOMBER* FIASCO...

Grr... As so many of you have pointed out to us since the last issue was printed (thanks, by the way) last month's *Bomber* listing is straight out of the Amstrad manual. (How embarrassing). Just to make the point yet again, **listings printed in *Type-Ins* MUST be all your own work!** Send in something that's not and you'll get found out, you'll waste your time and ours and you won't get paid. 'Nuff said?

BrunWord

BrunWord ROM

Great news!! The price of large capacity ROMs has fallen dramatically and BrunWord Elite is about to be released as a ***ROM Module*** using one enormous ROM that is equivalent to 16 normal CPC ROMs.

The BrunWord ROM Module is a compact unit which plugs directly onto the expansion socket of the CPC6128 or the 6128 Plus. It measure 3 inches wide, half an inch thick and extends just 2 inches behind the computer.

On the ROM we have BrunWord Elite, Headline, 10 fonts for Headline (including 'Chelmer' and 'Clacton'), 8 fonts for 24 pin downloading, BrunSpell, 30,000 word dictionary, Info-Script and, for second disc drives owners, we can add ROMDOS by KDS.

The New Power

Imagine plugging a 256K memory pack onto your computer that's already loaded with programmes, dictionary and fonts. That's the BrunWord ROM module. Switch ON type |BRUNWORD and you can immediately start typing into the word processor, check the spelling and print it out, all without a single disc operation. You can move freely between the database, word processor and spelling checker, print using headline fonts and 24 pin fonts, examine pictures prior to printing and even format a disc, without disturbing the text in BrunWord or the data in Info-Script.

Printing Pictures

The BrunWord ROM module has a host of new features including five high quality, high speed screen dump routines for 9 pin or 24 pin printers. These are our own special routines using the BrunWord Elite 8 bit printer status port and compared to desk top publishers, the BrunWord ROM Module prints at orbit exit velocity!

While we may exaggerate ***slightly*** on the printing speed, we really do mean ***high*** 'high quality'. Judge for yourself. This entire advertisement ***including*** the drawing, the large 'BrunWord', the address layout, credit card symbols and the Teddy, was printed using the BrunWord ROM module and a wide carriage 24 pin printer ***in one printing operation.***

The Cost

The price is likely to be £125.00 inclusive... please telephone to check the final specification and price before placing an order. (We will need to know your computer type and attachments).

Buy or Wait

Words that are saved during a spelling check are saved to normal memory not to ROM. This is no problem as each of your discs will have a small file that contains all the 'unknown' words for that disc. However, if you own BrunWord (late Oct 88 onwards) then the price to upgrade to BrunWord ROM will include programming your personalised dictionary into the ROM. The price to buy BrunWord now and upgrade to ROM, will be less than the price to buy the ROM and update the dictionary later.

Very Serious

BrunWord ROM is perfect for the basic machine. You need no other add ons. Most of the time the disc drive will be silent, so a second drive or extra memory are pointless unless you have a particular requirement.

Having said that, very heavy business use such as we give the programme at Brunning Software, could well need various attachments. A 256K Dk'Tronics memory can be added to expand the available memory for Info-Script and a second 3 inch or 3.5 inch drive can be added. BrunWord ROM has some very special features for these add ons. For a flavour, lets just say that a 256K file can be loaded into Info-Script in 16 seconds from a 3.5 inch drive. To do this you need no extra software, just the BrunWord ROM module and a 3.5 inch drive (and extra memory for Info-Script). Another brilliant feature for second drive users must, for the moment, remain for us to use and you to wonder, but a better arrangement for a second drive will not be found on any computer.

Finally, ROM slots 4 to 7 are available for any other expansion ROMs and BrunWord ROM has warm start procedures so that a complementary background ROM can be visited, without loss of data in BrunWord or Info-Script. Evaluation models are out, so watch for the review in ACU (Amstrad Computer User).

References

ACU SEP 1990 Page 58/59 - Encryption.
ACU OCT 1990 Page 56/57 - Headline.
ACU DEC 1990 Page 24/25 - Info-Script.
AA FEB 1991 Page 18 - BrunWord 6128
ACU MAY 1991 Page 42/43 - BrunWord Elite.
ACU JUN 1991 Page 60/61 - Elite Font Editor.

BrunWord 6128 £30

Complete word processing package with word processor, spelling checker and card filing programme. BrunWord 6128 out performs all other word processors for the CPC6128. It's high speed screen routine, gives it a very fast response and the editor features are logically arranged to be easy to learn. The spelling checker, with its dictionary, load into memory at the same time as the word processor, making access very convenient and exceptionally fast. It is supplied with a 40 page manual and an introductory tutor file.

Info-Script £50

Complete data processing package, including all the features of BrunWord 6128 and BrunSpell. The word processor and database can be resident together giving the speed and convenience of common access with no disc delays.

9 Pin Elite £55

The Elite system for 9 pin printers consists of BrunWord Elite, BrunSpell, Headline, 8 bit printer status port and 7 'type setting' fonts (fonts are 24 pin in size but for 9 pin printers). Total £55 inc.

9 Pin Elite+Info £92

The Elite system as above but including Info-Script and a backup disc. Total price £92 inclusive.

24 Pin Elite+Info £90

BrunWord Elite, BrunSpell, Info-Script, back up disc, 8 bit status port and 7 'type setting' fonts for downloading to a 24 pin printer. Total £90 inc.



'William Taylor'

This delightful line drawing by Chris Rothero is one of the illustrations in 'Strawberry Fair', a book of traditional songs and easy piano music, published by A & C Black Ltd. It was Dart Scanned into four 'screens' by agreement.

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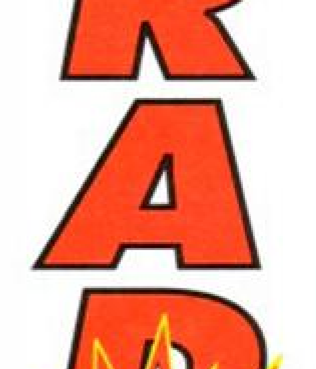
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AAfterthought

The end of an era

Sad news. *Amstrad Action's* very own Reviews Editor and tame technical boffin Adam Waring has left the mag. Adam is to launch a brand new, ultra-secret (they haven't told him what it is yet) magazine for Future Publishing, and even as you read this is now slaving over a hot Macintosh wondering what he's supposed to be doing.

Ah well, life goes on. But as a kind of tribute to Adam's sterling service on *AA*, we've composed a little poem...

Requiem for a Tech-Ed

It's time my dears to shed a tear
and get your hankies out,
Cos Adam's gone to pastures new,
'oh no!' I hear you shout.
His time here was a pleasure, more
so for us than him,
My how we'd laugh at all his
japes, though frankly some
were dim.
For though young Adam was
quite kind and always tried his
best,
His clothes were sad, his dress
sense bad (especially his vest),
His trousers were a dreadful sight,
his trainers even worse,
And he carried all his money in a
great big girlie purse.
But even so we'll miss the lad, for
all his little ways,
He really knew his onions (he
smelt of them most days),
And for his tireless efforts to sort
those techie probs,
We'll keep him on for Forum, and
the other crappy jobs.

ALL THOSE COMPO WINNERS!

We've been really stuck for space to print the names of all the winners of our three giant compos in *AA68* – until now!

Printer Compo

That's right – we were giving away, *free*, a superb 24-pin Mannesmann Tally printer worth over £500! And the correct answers to our questions? They were as follows:

1. *Amstrad Action* is laid out on-screen using which leading machine? *(b) Apple Macintosh*
2. What does the printing term 'leading' refer to? *(c) The space between lines*
3. The Amstrad CPC has which type of printer interface? *(b) Centronics*
4. Name the Amstrad's central processor. *(c) A Z80*
5. What does 'cps' stand for? *(a) Characters per second*
6. What is 'tractor feed'? *(a) A mechanism for drawing continuous stationery into a printer*

And the lucky winner is: **Daniel Argent, of Brentwood, Essex**. Well done Daniel!

I Want a Face like Rhino's Bottom

Unbelievably, absolutely hundreds of our readers wanted a face like a large ruminant's posterior. To win our extremely realistic Predator mask and gauntlets, you had to know that: the Predator likes ripping your lungs out, he came to earth to skin people alive and hang them from trees and he likes sneaking up behind people so he can impale them through the gizzard with his prongs. Sounds like a nice guy.

The lucky winner (who hopefully won't be doing any of these things) is: **Steven Gray, from Aberdeen**.

I'll Be Back!

What a corker! – five personal stereos up for grabs, plus ten runners-up copies of *Total Recall*. And all you had to do was answer three easy questions. And no, Mrs Edna Gamp of Chorley, Arnie is not a Welshman, his character in the film is not Doug Shovel and we don't have any knitting patterns we can send you...

The five winners are: **Tome Crane of Ely, Paul Downs of Southampton, Matthew Winward of Colchester, Gary Jones of Canterbury, Andrew Cooper of Newcastle-upon-Tyne**.

The ten runners up are: **Ian Johnson from Lancashire, Gareth Crandon of Gloucester, Robert Wyld of Slough, Paul Murphy of Kenilworth, Graham Hodkin of Sheffield, Shaun Carter from Cambridgeshire, Archie Fulton of Shetland, M. Wall of Sutton Coldfield, Harvinder Dhadwar of Leicester, Hans Demmic from Berlin**.

Well done, folks, and your prizes should be with you soon!

NEXT MONTH

- **3D Construction Kit**
  Domark/Incentive's innovative new package gets the works
- **Fun School 3**
  Over-sevens pack reviewed
- **Alien Storm**
  US Gold's arcade conversion is gobsmacking!
- **Learning machine-code**
  Brand new series for beginners starts this month.

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